



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

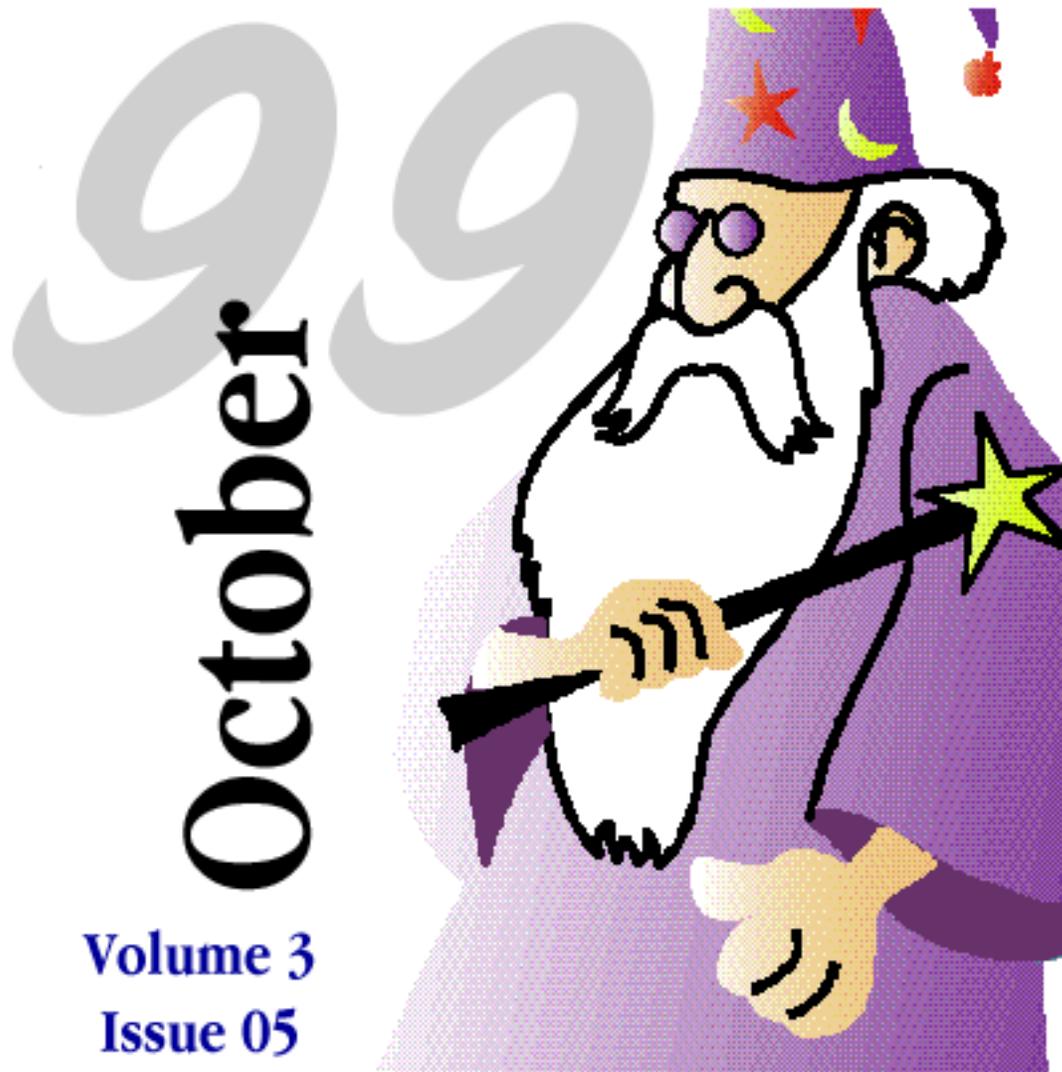
MENU

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisement: [We have your audience!](#) Apple Wizards readers are "Internet-using Mac Lovers" - just the people you want to target. Advertise with us!

Issue Navigation



Click on the images below to read the article.



This month's note: It's our first online issue. What do you think? We even converted our September issue, so check that out too! Email comments to erik@applewizards.net.

This new layout uses Cascading Style Sheets (CSS) extensively. Navigator and IE can both display CSS, iCab can't yet. You can still read Apple Wizards without CSS, but we recommend that you use it. If you have any problems with the CSS or the website in general, let us know

Feature Article



See? Bold! Macs in Print

Macs are still prominent in print. But...

Morgan Williams



Monthly Columns



Connect

Write in to our new reader email column, win prizes!

Dennis Field



The Happy Mac

MacinWomen unite! Oh yeah, and that iMaul dude...

Daria Aikens



Macintalk

Torley Wong chats with our Robert about "techno" and Macs.

Robert Zimmerman



A Spider Speaks

AppleScript's not too tough. This gets you started.

Erik J. Barzeski



'Warehouse

Useless! This month we talk about stuff that just wastes time.

Brian Kelley



HTML ToolBox

Let's talk JavaScript!

Rudi Muiznieks



The CoxFiles

Craig might be the first to say it: Dvorak is a blatant...

Craig Cox



Medicine Man

How do I...? Why does...? Medicine Man answers your questions.

Brent Hecht



Shop Talk

011100100110010101100001011001000110110101100101 (read me).

Aaron Linville



The Creator Code

Let's create a pawn! Yes, we're progressing quite rapidly now.

Jeff Frey



Website Watch

Ron is going to eat dolphin burgers from now on.

Ron Freeman



Reviews



Cythera

Can Ambrosia "think different" and pull it off?

Marc Messer



Norton Utilities 5 / AntiVirus 6

Symantec has new versions out. Are they worth your cash?

Pete Burkindine



NetBarrier

Baaaaoga! A hacker is trying to get into YOUR computer!

Aaron Linville



Portfolio

"I don't have time to get organized!" Do you?

Daria Aikens



From the Desktop

Well, we did it. We're an online publication. And...

Erik J. Barzeski



Behind the Magic

Staff Bios, Distribution Information, and much more.





Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999

Apple Wizards

APPLE WIZARDS



Text Advertisement: TextureMagic is a tool for creating and manipulating seamless textures.
[Download your copy of TextureMagic now!](#)

Issue Navigation

Feature



October 1999 | | Volume 03, Issue 05

Toy Story

The next time someone tells you that Macs are nothing more than toys and that nobody gets any real work done on them, send that person to the nearest Macworld Expo. After a day of nifty gadgetry, high-tech professional equipment, and cutting-edge software, even the most stubborn Mac-hater will admit that "Yes, while they **are** fantastic toys, they're clearly not **just** toys - in fact, they are often highly productive business tools."

I returned from this July's Macworld New York with a strong desire to learn more about the roles of Macs in the daily operations of successful businesses. That in mind, I decided to write this month's feature article with the help of a good friend of mine, Dave Mitchell, a prepress manager for a Mac-based commercial printing house.

Located in a casual suburban section of Pittsburgh, Pennsylvania, Knepper Press offers a wide range of services to the tri-state area. With an estimated 60 employees and a \$7 million business



volume in 1998, the firm provides printing services to banking institutions, health-care firms, high-tech companies, and non-profit and religious organizations and is growing **fast**. With dedicated prepress, press, and bindery departments, Knepper covers all stages of print production, from formatting raw content to printing finished volumes.

In the prepress department, Macintosh computers and a wide variety of software applications are used for image processing and rendering, page layout and typesetting, art preparation and film generation, and other tasks associated with the preparation of content for printing. In the press department, high-volume commercial press equipment prints full color graphics on anything from business cards to standard letter pages and posters. Finally, in the bindery department, printed materials are bound in pamphlets or 400-page volumes.

Dave is a desktop applications specialist. He provides application support and training and does system administration for Knepper's modest Mac network. I met with him on several occasions via [AOL Instant Messenger](#) in order to discuss the operations in his business and the Macs they use.



All in a Day's Work

Unfamiliar as I was with the commercial printing business, I had many questions about the tasks involved in a typical job. Fortunately, Dave is capable and experienced and was able to offer straightforward explanations in answer to all my questions. What resulted from our discussions was a clear picture of the inner workings of a modern press house. Dave began by taking me step by step through the workflow for a typical job:

"Print jobs come in the building on disk, or are transferred via FTP or email. Images, text, and layout info come in every format imaginable - all the standards, like Quark, PageMaker, Photoshop, and so on, as well as plenty of oddballs. I have a job on my desk right now done in Micro\$oft Publisher."

"Our jobs range from working with nearly finished work to raw text and graphics in need of full typesetting and page layout work. I have literally had stuff come in in grocery bags, boxes... you name it. We use a wide variety of software for the different types of work we do. For graphics and page layout, we'll break out apps like Quark, PageMaker, Photoshop, Freehand, or Adobe InDesign. We use Retrospect for backup, specialized printing software like Presswise and Preprint Pro, FileMaker Pro for records, as well as software for file conversion and transfer. We even use some shareware, like Graphic Converter and BBEEdit Lite."

Thinking about all that software reminded me of a friend of mine who works for a document imaging company which specializes in converting printed records to electronic formats. Curious, I asked if Knepper's day-to-day business involved scanning printed text and processing it with Optical Character Recognition (OCR) software for further use.

"Rarely anymore," Dave replied. "I could load OmniPage and run a 1-bit TIFF scan of a page through it. However, most of the stuff we have to typeset has been marked up by the customer, or has special characters that get missed - editorial notes, technical symbols, fractions, Slavic text, you name it."

"Plus, we have a very good typesetter in house," he added, explaining some details of typesetting and layout. "A typesetter performs such tasks as typing copy, fitting copy, ruling out tables and forms, and must understand type itself - gotta be quick with the keys. Before I worked here, I worked for a business forms company as a typesetter. I can identify almost every typeface I see in everyday life."



Where the Twist Flops

"I can see it now," I said, envisioning a picturesque scene from a 1930s news house which clearly bore no meaningful resemblance to the present-day industry. "Stop the presses! That typeface, when in bold italics, has descenders which may encroach on critical advertising space!"

Dave chuckled bemusedly, probably thought something to himself, and continued. "Once the layout and type are all set, the files are given a cursory check for all required elements - such as page layout files, image files, art files, and fonts," he explained. Now I thought about something I had seen for sale in the MacWarehouse catalog - it was called 'preflight software' and it was dedicated to checking print jobs for errors and missing parts before they were finally output. Curious about the day-to-day usage of some of the more specialized software I'd seen, I asked whether Knepper Press used it in the course of their normal operations.



"Preflighters are great, but take a long time to set up and would flag as errors all sorts of things that we would fix automatically anyway, so we don't really use any. We do so many jobs that are quite a ways from finished when they get to us - lots and lots of piecemeal stuff that preflight software would reject, as well as substandard files from Microsoft and Corel apps. Some of our customers use them, though."

"Once a file is prepared with all the basic elements required for printing, previews or 'proofs' are printed on a laser or inkjet printer. Given that no problems have been detected at this point, the next task in our workflow is to make PostScript files in preparation for output," he continued. "This is done by 'printing to disk,' a bit of terminology which deserves some explanation."

"When you select 'Print' on your Mac and you're printing to a PostScript printer, PostScript code is generated and uploaded to the printer. Think of a PostScript printer as a PostScript code interpreter with a print engine attached, because that's exactly what it is. On the other hand, when we 'Print to disk,' that same PostScript code is generated but is then saved on disk instead of output to a printer. Using these files, we use a dedicated workstation for a process known as 'trapping' in which we hide any remaining defects before output begins."

"Next comes imposition, another process done on a dedicated workstation which involves assembling pages of print into flats that fit the sheets our film imagesetters use - for example, we can print four letter-size pages on a sheet of 22" x 25.7" film, or even more pages of smaller size."

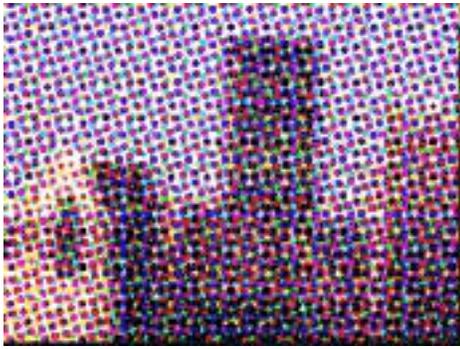
"Now, if we were working on a simple black-and-white print job, we'd be almost done by now. Having finished imposition, we'd have collections of pages assembled and ready to be printed onto the imagesetting films which are later used to create the plates which will actually print our job. However, if we're talking about a color job, the process gets a bit more complicated."



Colorful Situations

"If you've ever looked inside a color inkjet printer, you may have noticed something a bit curious. Though the device seems to print in every color imaginable, its ink cartridge seems

to contain only a few different colors of ink. Specifically, you're most likely to see cyan, magenta, yellow, and black. CMYK - get it? Printing using just these colors, the device reproduces full-color output by carefully mixing different-colored dots on the printed page."



"So your run-of-the-mill inkjet uses the same basic procedure for color reproduction as our big, expensive professional printing presses - but that's where the race gets a little uneven. Even the high-end color printers you might find in a graphics shop can't compete with a commercial press in terms of volume, speed, and cost-efficiency. Our fastest press can do 180,000 standard letter pages per hour, in color, if we're printing on both sides of the page. You could never do that with a regular printer."

"Think of it like this: your typical four-color inkjet has print heads which are like sets of tiny ink pens, printing small dots in cyan, magenta, yellow, and black. This is quite versatile, allowing the device to print dots of any color at any point on the page. Thus an infinite variety of full-color images can be printed without requiring any changes in the device itself. However, since the printer must redraw each image bit by bit, the process is extremely slow. Printing ten copies of the same document takes exactly ten times as long as printing one. Laser printers use different printing techniques and perform faster, but each copy must still be created from scratch."

"With printing presses, an entirely physical process is used to print images on the page. Consequently, presses have different strengths and weaknesses than regular printers. Whereas before I encouraged you to think of inkjet printers as using sets of tiny ink pens, now I want you to imagine a printing press as using custom-designed rubber stamps for every single page. Thus, while the initial preparation takes considerably more work - we have to make those custom stamps, and a different stamp is necessary for every ink color used - printing duplicate copies becomes an effortless task. With this in mind, reconsider what I said before about the speed of our presses: though our fastest press can do 180,000 pages an hour, there's no way it could print 180,000 **different** pages in an hour, as that would require the plates to be changed every time a sheet was printed."

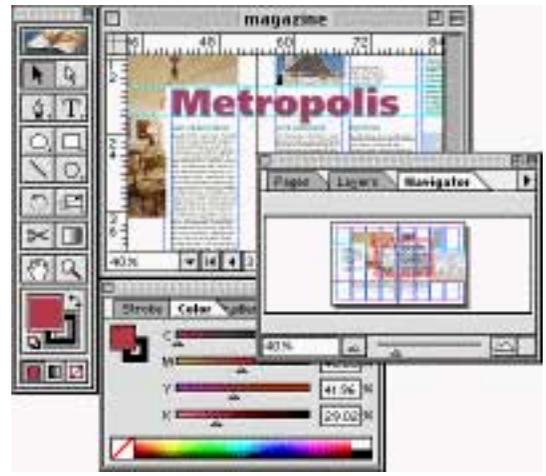
"Now, the particular color-reproduction scheme I've been referring to is known as four-color printing. It's the most common but not the only game in town. If full-color output is not needed, more limited color ranges can be reproduced using two- or three-color processes - at a lower cost, of course. Alternatively, a customer who wants brighter, subtler color might wish to step up to a six-color HiFi process, which adds an orange and a green to the standard CMYK color palette. Other jobs may require special materials, such as metallic inks for especially eye-catching pieces, or clear-coat varnishes to be applied to finished pages like polyurethane on cardboard."

I grinned with delight as my inner geek-reflex went wild at so much talk of high-tech equipment and gee-whiz industrial science. As my mind filled with images of rolling presses and churning bindery equipment, my attention snapped back to our main interest: Macintosh computers. With newfound direction in my relatively haphazard line of questioning, I went on to ask what roles Macs played throughout Knepper's daily operations.



Show Me the Money!

"The only PC in our prepress department is a Virtual PC!" my friend exclaimed. He was rather proud of that fact, which was actually one of the main reasons I chose to write about his business - their prepress department is a terrific example of a completely Mac-based operation.



"All of our machines are Macs, except for a lone Sun box which functions as our file and print server, as well as handling a special software system we use called Open Prepress Interface (OPI) - a system for automatic and transparent swapping of low and high-res images to allow for rapid editing while using highest-quality images for final output."

"OPI is a standard interface, an adjunct to PostScript. Xinet's FullPress software allows system administrators to set up volumes to be shared with Mac users via TCP. The software provides automatic file swapping for these volumes, so that users may make changes without working with the files in their highest-quality form. This speeds editing and page layout without sacrificing quality in the final output."

"Anyway, all told, we have 11 Macs and an HP laser printer networked on 100BaseT switched Ethernet. We use AppleShare over TCP, and our whole network shares a 64k ISDN line, though we'll soon upgrade to a 640k DSL line. Our ISP, which we currently only use for mail and FTP, is Stargate Industries, LLC, located at <http://www.stargate.net/>.

"All our employees spend the whole day at one Mac or another. Our sales force is becoming increasingly mobile, as keeping good customer relations frequently involves such chores as golf trips and business lunches. One salesman currently uses a Newton and the firm is considering outfitting other employees with iBooks for doing business in the field.

"We stress one point - that our business runs on information. One missing piece can stop a job for days. So it's no surprise we're also outfitted with a number of backup options. For example, though it's outdated technology, we still use DAT drives for retrieval of old data. We used to use CD-R for job backups, but it's really too slow. Now we use it for materials sent to our customers, and I make custom boot CDs loaded with utilities to make the system-administrator part of my job easier. Our main backup rig is based on Digital Linear Tape (DLT), which uses a half-inch wide magnetic tape to store about 50 gigabytes of data per cartridge. Using that system, we can do backups over the network at a rate of 135 megabytes per minute."



The Pepsi Challenge



You may have noticed by now that we're talking about the stuff of Mac geeks' dreams: plenty of computers, software, and nifty equipment to tinker with. Nevertheless, it should be observed that these things are not, repeat, **not** toys - they're tools for serious business, and the Macintosh operating environment makes it possible to keep a strong productivity edge over competitors in the Windows camp. My friend explains how:

"One of the Mac's strongest points is the reliability and ease of use of the file system, which enables us to work effectively and efficiently with a wide range of formats. Easy operation of server volumes keeps us from wasting money on an overpaid, 'specially trained' Windows NT admin. No-brainer networking, TCP/IP connectivity, and high data transfer rates keep our

workflow moving without problems or poor performance. The enormous user and customer base of designers using Macs, combined with the cutting-edge selection of software and hardware products, means we see eye-to-eye with all the pros."

"The consistency and intuitiveness of the interface allow us to focus on training operators to use the machines, instead of having to train them to understand the computer itself on top of everything else. For example, a couple years ago I brought our best film assembler out of the darkroom, and despite having hardly any computer experience, he only needed about two weeks of training. Now he's the most productive member of our team. Meanwhile, other powerful features such as multiple language support, ColorSync, and AppleScript eliminate the extra software, special hardware, needless busy-work, and other hassles associated with doing the same work under Windows."

On the prospect of switching:

"Why switch? I only spend about \$3500 to \$5000 a year to keep our entire network up-to-date - memory, storage, CPU boards, and so on."

"The production hit would never end if we were to go to Windows. It would probably take about two years trying to get as proficient. Some of my users wouldn't make it at all. In the meantime, we'd be doing half our regular volume at double the costs."

"The file conversion with the Mac OS works - I shudder at the thought of managing fonts and postscript drivers on Windows. I've done it before, hence my AOL IM handle: MrFixit. We can take stuff from any platform - I would hate to try that on any Wintel box."

"I'm dead serious - if I were presented with the request to switch, I would leave immediately. Our profit sharing would go out the Windows!"



Looking to a Better Future

Apparently Knepper Press has better things to spend its money on than a Windows downgrade - for instance, my friend mentioned an upcoming \$400,000 investment in new prepress equipment. When I remarked at the considerable size of the investment, he explained further:

"This ain't no copyshop, pal. We're moving to direct-to-plate, a PDF workflow system replacing our current trapping/imposing/jobentry/tracking/OPI systems. In our current PostScript workflow, a raster image processor (RIP) is used to create high-resolution bitmaps, which are used by the imagesetter to determine where to point its laser in order to expose the film. A RIP processes PostScript data in two phases. First, interpretation, in which PostScript commands are converted into high-resolution bitmaps. Then, second, sending that bitmap data to the output device. Most PostScript errors occur at the interpretation stage. The PDF workflow moves that stage to the **beginning** of the workflow, rather than the end. If the PDF file be generated, it will be imaged - the same way every time. Java and PDF are the future for us in prepress."



Apparently, some corners of the industry have managed to keep their all-Mac shops alive and chugging, despite all the obvious signs of the Mac's decline and imminent demise, such as millions of people holding extremely strong yet at best casually informed and stereotypically

negative opinions about them. "Macs suck," I heard one expert say. And don't we all agree? After all, anybody with a brain knows that Windows is way better - hey, two hundred million users with no practical alternative can't be wrong! Plus I read on ZDNet that Mac users are stupid!

Of course, some people may be tempted to marginalize this particular success story on account of the fact that it's set in one of the Mac's mainstay markets. Though it is true that the graphics and publishing market is Apple's home turf, it was only because the Mac OS was so versatile and intuitive that industry leaders have consistently chosen to make the Macintosh operating environment their home. For my part, I see it as a prime example of what can be accomplished when serious energy is devoted to making tools for such a powerful and graceful OS.

 **Morgan P. Williams**
morgan@applewizards.net



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski
Editor in Chief/Webmaster
erik@applewizards.net
AIM: iacas ICQ: 8186546

Daria Aikens
PR/Business Director
daria@applewizards.net
AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards

the professional seamless texture tool



Mac



Download TextureMagic now!

APPLE WIZARDS

 Home  Current Issue  Previous Issues  Mini-Reviews  Subscriptions
 Feedback  Colophon/Info  Special Area  Publishing  Advertise!



Text Advertisement: TextureMagic is a tool for creating and manipulating seamless textures. [Download your copy of TextureMagic now!](#)

Issue Navigation



October 1999 | | Volume 03, Issue 05

Connecting...

Welcome to Connect, our new column for reader email! We want to hear your thoughts and opinions about Apple Wizards, Apple, Mac, and pretty much anything else. So let us have it people! Send email to connect@applewizards.net.



If your letter is published in Connect, you'll win a prize. This month, the folks below win their choice of a registered copy of TextSpresso or ListPad from [Taylor Design](#).

Apple Wizards knows TextSpresso well. After all, we did award it five stars in our Aug/99 review. TextSpresso has also had great reviews from MacDownload, CMP Net, TUCOWS, and MacMadness. And hey, ListPad is no slouch either!

We will continue this practice: everyone that succeeds in sneaking a letter past us and into Connect (wink) will get a free goodie. Next month... well you'll just have to wait and see what prizes we give away!



You Want To Steal My Mars Bars



I am a keen reader of Apple Wizards, and before it's too late I must tell you DON'T GO ONLINE ONLY!!! Apple Wizards is an international ezine, and in my view, the best. Of the 1,000,000+ readers, surely a good proportion live in the UK where we pay for our Internet access by the minute. Considering it normally takes me 40 minutes to read Apple Wizards (+10 minutes Internet delays), that's 75 pence a copy (50 min * 1.5p) - 2p at peak rates. That's 9 Mars Bars!

I for one would have to give up on Apple Wizards, and couldn't even rely on my current fallback, a two-month old copy on the cover CD of MacFormat.

Please!

- Iain MacKenzie (14)
Plockton, Scotland

Pow, Zap. Apple Wizards: 0, Mars Bars: 9. Ouch.

Iain, we admit it. We hadn't really done the calculation in Mars Bars. It's hard for us here in North America to put ourselves in your position. But you're right - things would be very different over here if all ISPs were a toll call away.

However, you do have some advantages. There are a lot of free ISPs over there in the UK. And they get much of their revenue in rebates from British Telecom, which is funded by your phone bill.

Maybe you need a rich girlfriend. :-)

Incidentally, many Apple Wizards staffers have never even seen a MacFormat CD, though we know Apple Wizards is on them. Poor us in the US, right? Maybe if you sent us a sample CD we could work something out... How much could it cost to ship a box of Mars bars to England? <grin>

- Staff



It is Finished! And Worst!!!



Hi all! I am a usual reader of Apple Wizards!!! Every month I go to the website and get it in my favourite format, DOCMaker!!! I like the interface, the ease-of-use, etc!! And of all that, I like to read it whenever I want and without the need of being connected to the Internet! (I pay bills you know!?)

Now you guys say that it is finished! And worse, you don't give us another kind of stand-alone release!!! I don't know if I will read it on-line, if it's possible and easy to download the html release maybe I will read it in my favourite browser, not Netscape neither Explorer, it's iCab!!

But if you are doing it anyway, please make a complete file compressed of it so we can download it, ok!?

I hope so, even though it won't be the same!

Greetings,

- Carlos Virgílio
;-(usually I am ;-(

Portugal

Carlos, we sympathize. In the end, though, we have to go with the interests of the majority of our readers. Every day, more and more of our readers are going the browser route. We have limited resources and we figure they're not being well-used by publishing in multiple formats that are in decline anyway.

- Staff



And Only Two Readers Who Understand



I'm sorry to hear that you're discontinuing your DocMaker issues. I found them convenient to view at my own pace without having to be connected online. It would be great to have both online and downloadable versions, but that would create way too much work for you. I certainly understand your reasons.

- Karl Sakas

I probably will read more of your stuff in the online version, because that is the paradigm of now. Also the online version will feel fresh, where as something on the hard drive gets old. I welcome the change, it is for the better.

- Bill Raffensperger
Pennsylvania

Thanks guys. We were beginning to feel misunderstood, lonely, and unloved. And hungry... damn Mars bars! Mmmmm, chocolate... and beer...

- Staff



More Good Places For Older Stuff



Andy, who wanted software for a newly-acquire Color Classic, could also go to <http://lowendmac.com/>, a website entirely dedicated to older Mac hardware. Forums, links, etc. abound.

- Ian Page
Australia

We agree. Lower End Mac is a great resource. You might also try www.softwareoutlet.com.

Some readers may be interested in a couple of older high-end word processors. Word Perfect for the Mac was never a big success, mostly because it had to compete with the big bad rich Gates. However, it's still powerful and fast. Download it free from:
http://www.corel.com/products/macintosh/wpmac35/pack_freownload.htm

Nisus is another word processor that has a core of devoted users who would never use anything else. It has all kinds of cool features like non-contiguous selection. It's regularly updated and upgraded, and now a previous version is available for free download at

<http://www.nisus-soft.com/news/pr/980925.asp>

Finally, you can get, free, a couple of classic outliners from Mac Plus days:

Acta: <http://a-sharp.com/acta/>

More: <http://www.outliners.com/more31.html>

- Staff



Nerd Werd



I've never used one of your dumb overpriced and childishly-styled Mac toys. But I can't understand why you stay with a machine that's such a loser. Get with it you people, join the real world.

- Gerry Darlington
via Hotmail

Y'know, we've never met Gerry Darlington. But his face is covered with zits, girls run the other way when they see him, he's very proud of his almost-new K-car, and his dog bites little kids.

As Bill Gates said, 640 k of brains ought to be enough for anyone. Get another few k Gerry.

- Staff



Plea to Readers



We'd like to extend the range of this column a bit so that it deals more with the Mac platform as well as with Apple Wizards itself. Contemplating your own navel only goes so far, even when it's a nice navel and has all kinds of bells and whistles and funny pop-up boxes pierced into it.

Send your rants and raves, questions and comments, compliments and criticisms to connect@applewizards.net.



Compiled by Dennis Field
connect@applewizards.net

 **APPLE WIZARDS** 
<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999

Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

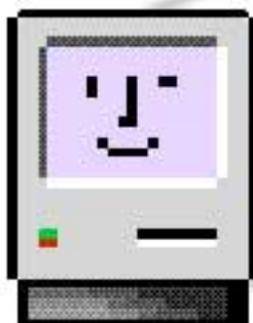
APPLE WIZARDS

- Home
- Current Issue
- Previous Issues
- Mini-Reviews
- Subscriptions
- Feedback
- Colophon/Info
- Special Area
- Publishing
- Advertise!



Text Advertisement: [We have your audience!](#) Apple Wizards readers are "Internet-using Mac Lovers" - just the people you want to target. Advertise with us!

Issue Navigation



The Happy Mac

SOMETHING TO SMILE ABOUT

Daria Aikens

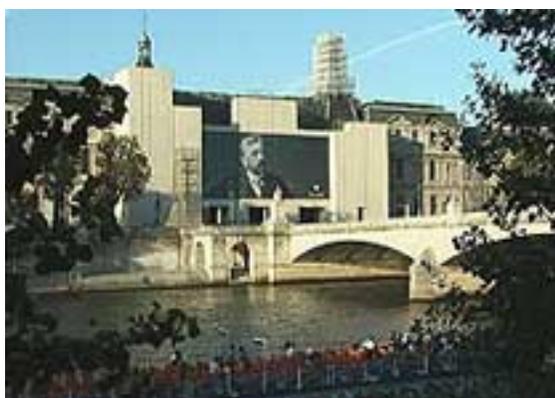
<daria@applewizards.net>

October 1999 | | Volume 03, Issue 05

Larger Than Life

I used to always rant in this column about how Microsoft was trying to take over the world. Now I'm convinced that Apple is trying to do the same thing. Just check out [last month's Happy Mac](#) column to see how Apple paid off God for advertising rights during the recent solar eclipse and you'll see what I'm talking about. Not that this is a bad thing - it's just my observation.

The latest evidence supporting my hypothesis was viewable at Apple Expo France in Paris last month. Just check out these Apple ads placed throughout the city of lights.



Thank you [MagicTouch France](#) and [Jean-Claude Arnouil](#) for providing us with this evidence.



If Darth Maul Was Hired By Apple...



If Darth Maul was hired by Apple, then he could be used as the ultimate marketing tool (along with the G4) in Apple's plan to dominate world computing. As Steve's right-hand Sith, iMaul - Darth Maul's new name, of course - would travel the universe, visiting CompuUSAs everywhere, convincing PC weenies of the superiority of the Mac OS. If the PC weenies dared to ignore iMaul and proceeded to walk over to the eMachine's section, iMaul would simply stick his dual-edged saber into... well uh, you get the point! You don't even want to think about what would happen to the PC salesmen!

To see iMaul's colorful "Press Kit," head on over to the [iMaul Web Site](#) and remember to thank [Karen Friesen](#) for this wonderful contribution to the Mac world.

iMaul. A Sith Lord for the Rest of Us.



MacinWomen. Some of Us Don't Care How Girly the iBook Is!



Throughout my tenure in the Macintosh web world, I've been pretty much oblivious to the gender issues that may or may not plague other communities. In Mac land, gender is irrelevant and talent is everything. You get the work done, and you're in. I don't waste time thinking about whether the people on the other end of my e-correspondence are wearing pink or blue underwear, if you know what I mean.

Nonetheless, I was shaken out of my genderless utopia recently when my little nine-year-old friend, India, was playing with my iMac. I was showing her how to change desktop icons with [IconDropper](#) when she asked me "Where are the princess icons?"

"Uh, there aren't any princess icons, India," I replied.

"Why not? How can there not be pretty icons? What about Barbie icons?"

"How bout these Star Wars icons, or maybe we can use Vanessa from Austin Powers for our icons?" I said as I struggled to please India.

"UUUhh. No. They aren't what I mean," India concluded, scrunching up her face as she shook her head.

I realized then that, I too, would like pretty icons. I've looked through [IconFactory's](#) complete collection - there really aren't any female-influenced icons to be found anywhere. When it comes down to it, it's not just icons that we are talking about here. It's the lack of a female touch on a lot of items in the Macintosh community. It's not Apple's fault. Look at the iMac and iBook. They definitely appeal to women. There just aren't any women creating icons for submission to IconFactory at the current time. You surely can't blame men for not creating ballerina desktop pictures. They just aren't interested in that sort of thing.

Note: Please read [this special page](#), which contains an email from Ilona Melis, a female iconist, and a reply from Dave Brasgalla of the Iconfactory.

In thinking about India's observation, I also began to think about the women that **are** participating in the Macintosh community and how much they **kick butt!** Why do they kick butt? Not because they are women, but because of their contributions and accomplishments. Unfortunately, they aren't well-recognized, though they deserve to be. That's what I'm setting out to do with this segment - recognize two women who are about to receive my first ever "**Happy Macin-Women Award!**"

When I contacted these women, I had them complete a survey to see how similar or dissimilar their thoughts on the Mac community were. Basically, the responses showed that these women work at home, do all of their own software and mechanical maintenance on their Macs, and have found gender to be an absolute non-issue in their careers. And neither of them find Steve Jobs to be at all attractive! Anyway, enough talk from me, let's meet the Macin-Women!

Macin-Woman: Deborah Shadovitz

Job Description: Author, Instructor & Speaker

Claim to Fame: She's a contributing editor and regular columnist for [MacCentral!](#)

Why She Kicks Butt: Her column for MacCentral focuses on teaching less technical computer users how to maximize their experience with the Macintosh.

Quote: I want to show others how to help themselves. As a (Mac) trainer, I find that both men and women appreciate my (female) approach.



Macin-Woman: Maria Langer

Job Description: Author, Internet Content Creator

Claim to Fame: Written more than two dozen Mac and Windows how-to books - most of which are Mac books - since 1992. Written numerous articles and reviews for Mac magazines. Check out her website at <http://www.gilesrd.com/mlanger/>

Why She Kicks Butt: Her column for MacCentral focuses on teaching

Quote: I often hear comments from people about how glad they are to see a woman doing what I do. My thoughts about gender in business or computing is that it's only a big deal if you make it one. I've found success in two male-dominated fields so far (finance and computing) and have no doubt that I'll find success in any other career I dedicate myself to



Extra! Extra!



After completing my column, I learned about an awesome icon site, [Icon Amazon](#), that specializes in Mac and Windows icons for women! I shouldn't have been so narrow as to only consider IconFactory for my icons. Silly me! Bad me! Spank me!



Signature File of the Month



It's probably not fair to keep printing Erik's signature files in this space, but I keep cracking up from his witty email closures! He actually made up the following signature file himself.

Give a man a fish, he'll eat for a day.

Give him the Internet and he won't bother you for weeks.

- **Erik Barzeski**

Editor's Note: Yes, that's right. I stole the rest! What are you gonna do about it!? :)



Here's another great life wisdom submitted by devout Happy Mac reader, **Mike Stallcup**.

"The most dangerous thing in the world is to leap a chasm in two jumps."

- **David Lloyd George (1863 - 1945)**

Be cool like Mike and send me some signature submissions. My email address is daria@apple wizards.net.



Truth and Damnation in Advertising



This is not really Macintosh related, but funny nonetheless. Apple Wizards staff member [Aaron Linville](#) sent me this snippet of information from "The Times" (city unknown) on September 16, 1999.

A group of British churches have announced a new poster advertising campaign, using an image based on Leonardo Da Vinci's "**Last Supper.**"

In the poster, the apostles are replaced by businessmen, identifiable by the corporate logos on their place-tags. Coca Cola (Philip), General Electric (Simon Peter) and Nokia (Doubting Thomas) are among those pictured.

And representing Judas? Microsoft.



October's Frightfully Funny Comic



Used by permission from [MacWorks Stuff This!](#)



Daria Aikens
daria@apple wizards.net



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisment: [Presenting MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation

Aaron Linville <aaron@applewizards.net>



October 1999 | | Volume 03, Issue 05

Greetings and Salutations

Having trouble with a term or some technical topic? Email me directly by clicking [here](#) or visit the Special Area at Apple Wizard's website at <http://applewizards.net/special/term.shtml>. I don't get too much reader feedback, so drop me an email and let me know how good or bad I'm doing or to chat about cool stuff like the kickin' SoloTrek at <http://www.solotrek.com/>.



iUh Oh

In last month's column I talked about the iBook and wireless Ethernet in general. It turns out that the frequency that IEEE 802.11 uses (the wireless standard that is used in the iBook) also happens to be the same frequency that the French Army uses. To use this frequency, a French citizen must apply for a permit to broadcast on the 2.4 GHz range. Permits are supposedly easy to obtain, but until now there has been no need for them and there is no solid information on how the French government will deal with this issue. Currently, there are a couple dozen permits for such broadcasting.



B is for Binary

This month's column is going to be a brief foray into everybody's favorite subject: Binary! Yes, binary rules and you know it! If you hate binary than chances are:

```
011110010110111101110101
011000010111001001100101
01100100011101010110110101100010
```

That's the latest and greatest quote which has been added to my very extensive, "stupid-quotes-on-t-shirt" collection. You can buy the shirt from ThinkGeek. But I digress. In this column we are going to decode the binary message on my shirt. You are probably thinking that this is going to be a long, hard, and complicated process. However in reality it's just long. :-)



B is for Basics

In binary, we only have two states - one or zero. As compared with decimal, which has ten states: zero through nine. Contrary to popular belief, confusion is not one of the states. It is really easy to see the pattern of counting in binary than for me to try and explain it. Just look at the cool table below.

```
0 - 0
1 - 1
2 - 10
3 - 11
4 - 100
5 - 101
6 - 110
7 - 111
8 - 1000
```

See the pattern? The pattern makes it easy to understand how to count up in binary. To take it a step further, for computers, everything is grouped together in bytes. A byte is eight bits bunched together all next to each other.

Q. Okay, so the what is the largest number you can represent with a byte?

A. 11111111

That is correct. However what is it this value in decimal? You are probably thinking "Whoa! You want me to count up **that** high?" Of course not. That is why I'm going to show you a really easy and cool way to convert binary numbers to decimal. By hand of course - using your TI-89 to convert binary to decimal is easy, but not cool. :-)



S is for Shortcut

```
XXXXXXXXX
```

There are eight Xs above, each representing a bit in a byte. Each bit can have only one of two states - one or zero. Okay then if you change the rightmost bit to a one, it converts to one in decimal. If you change the second rightmost bit to a one and leave the rest zero, and then

convert it to decimal, it is two. If you change the third rightmost bit and convert, it becomes four. If you change the fourth, you get eight. The fifth would give sixteen. Seeing a pattern? What is it? They are the same sizes you buy RAM in! They are perfect squares! Cool huh? So carry the pattern out for each of the eight bits and you get the following.

128 - 64 - 32 - 16 - 8 - 4 - 2 - 1

The trick to converting binary to decimal is really easy. Look at the placement for each of the ones in your binary number. Then match up the number for the pattern we just made and add up those numbers. Say we have the binary number 00001011. There is a 1 matching with the eight, two, and the one's place. $8 + 2 + 1 = 11$ and that is your answer!



S is for Shortcut

Now wasn't that easy? Lets decode my t-shirt now. We'll take the first line.

011110010110111101110101

There are 24 numbers there (whoa! multiple of 8 alert!) so let's break it down. The first chunk is 01111001. There is a 1 that matches up with the 64, 32, 16, 8, and 1. $64 + 32 + 16 + 8 + 1 = 121$. 121 is the ASCII character for the first letter! Why? (For those who have memorized ASCII tables, no pun is intended). In the ASCII table, 97 maps to a lower case 'a'. 98 is a lowercase 'b', etc. Its easier just to subtract 97 from 121, this will give us the answer 24! That is the position in the alphabet of the first letter!

Okay, the next byte is 01101111. We quickly do the math: $64 + 32 + 8 + 4 + 2 + 1 = 111$. $111 - 97 = 14$.

The last byte of the first sentence is 01110101. The math is $64 + 32 + 16 + 4 + 1 = 117$. $117 - 97 = 20$.

The position in the alphabet of the letters in the first sentence is 24, 14, and 20. The 24 th letter is X, the 14 th is N, and the 20 th is W! Wait?! XNW? That doesn't spell anything. Does anyone see the problem? Well wait, what if ASCII value was 97 and we subtracted 97? That would make 'a' zero wouldn't it? That's right! We are off by one because Aaron thought that 'a' began at 1! So we quickly add one to our answers to get 25, 15, and 21. Those letters are 'y', 'o', and 'u'!

The first sentence on my shirt is 'you'! Cool. Wasn't that fun? Great. Now work out the rest of the problem and [email me](#) your answers! The first person who sends me the correct answer will get the satisfaction of knowing that they are smart and they'll get their name mentioned in the column so that everybody else will know they are smart! If you need hints or help, drop me an email. :-)



Word of the Month
or Mot du mois \mo dew mwah\

nibble: A nibble is when your girlfr... Oops, this is Shop Talk... A nibble is 4 bits or half of a byte. It is quite commonly used when converting binary to hexadecimal. If a binary number is 16 bits long, you can divide it up into 4 nibbles. The corresponding hexadecimal number will be 4 digits long, with each nibble corresponding to a digit.



Question of the Month

Q. Who invented Boolean Algebra?

A. A very sadis... Oops, I mean the famous mathematician George Boole. Boolean Algebra is a system of logical thought using English words such as AND, OR, NOT, and XOR. Maybe I'll do a column on Boolean Algebra soon. :-)



Aaron Linville

aaron@applewizards.net



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999

Apple Wizards

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisement: TextureMagic is a tool for creating and manipulating seamless textures.
[Download your copy of TextureMagic now!](#)

Issue Navigation



October 1999 | | Volume 03, Issue 05

Welcome to the latest edition of **Medicine Man**. I am your virtual on-call Macdoctor. To ask a question - sorry, no house calls - visit the [quickie web form](#) and ask your question! The page is open 24 hours a day, 8 days a week. This won't hurt a bit... I promise!

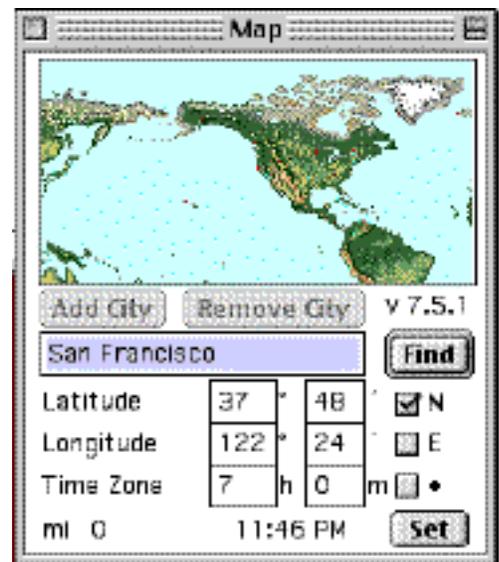


OUUUUCCCCHHHHHHHH!!! #1

The date and time on my Mac are not being saved to the current date and time. What is happening?

Antiseptic #1

This is probably one of the most common problems that your favorite Macdoctor is asked to solve. There are several causes for this problem and therefore there are several solutions. If you are running Mac OS 8.5 or higher and have the "Map" control panel installed, then your clock may be fooled into thinking that it is in a different time zone than it really is. Take the "Map" control panel out of the Control Panels folder and set the date and time to the correct time. If this was the cause of your problem, your Mac should then tell time correctly.



Secondly, your PRAM (Perimeter Random Access Memory) could be corrupted. You can reset your PRAM by holding down command-option-p-r at startup until you hear two startup chimes. If that was the source of the problem, your Mac should be fine now. Finally, your PRAM battery could be dead. If the two above solutions did not work, then a dead battery is probably the cause. Unfortunately, to fix this problem, you will need to pop open your Mac, remove the PRAM battery, and replace it with a new one. PRAM batteries for many different Macs are available at [Allelec Electronics](#).



DOOOHHHHHHHHHHHHHHH!!! #2

I need to make a screen on our network to remind users to break and stretch every 20 minutes. I am unsure of how to best implement this. Any ideas?

A Spoon Full of Sugar #2

Ergonomics is one of the only "real" medical issues that crosses into the Medicine Man's field... and it is a very important one indeed. Your idea about reminding computer users to stretch every twenty minutes is an excellent start to healthy computer usage.

Luckily, there are many, many shareware reminder programs for the Mac OS. Some examples are [Remember?](#), [ReminderPro](#), and [IMOnTime](#). You can install one of these on all of your computers on your network and set each one to bring up a message every twenty minutes that tells the user to stretch.



Alternatively, you can write an AppleScript to do it... :)



I Wonder, Wonder, Oh, How I Wonder. Who? Who Wrote The Book Of Virtual Memory? #3

I have 192 MB of RAM, which is more than enough than I need to run my applications. I have heard that even machines with tons of RAM should turn on virtual memory. Is this true? Wouldn't this cause a major system slowdown?

I Can't Believe It's Not Hydrogen Peroxide #3

Today, the virtual memory issue is one of personal choice. In the good ol' days - actually, bad ol' days - of Mac OS 7.x, if you had enough RAM to run your applications and you didn't turn off virtual memory, you were being masochistic. However, Apple has made virtual memory so speedy that most users will not notice much of a difference if it is on or off.



The only users who should definitely turn off virtual memory are those who use Photoshop and other multimedia-oriented applications often. However, these users should note that some applications don't work correctly when virtual memory is off. RealPlayer G2 comes to mind. Users with enough RAM to turn off virtual memory have to weigh the benefits of having virtual memory on or off and make a decision.



Medicine Man's Prescriptions

Here are the most important software updates of the past month. Let me remind you that keeping your software up-to-date is one of the most important elements to maintaining a stable Mac. Without further ado:

Symantec Norton Antivirus 6.0



http://www.symantec.com/nav/nav_mac/

Antivirus is not necessarily the best app around, and in some cases you have to pay for virus updates. However, it is one of only two antivirus applications for the Mac. The new version adds some pretty innovative features. Check it out!

Symantec Norton Utilities 5.0



http://www.symantec.com/nu/nu_mac/

No, I don't work for Symantec. They just like to update all of their products at the same time. The new version of Norton Utilities brings the program almost up to par with the Windows version, adding features like "Live Update" and "Live Repair."

SoundJam MP 1.1



<http://www.soundjam.com/dl/soundjampupdate.hqx>

If you ask the Medicine Man, SoundJam MP is one of the coolest Mac programs around. Version 1.1 of the MP3 player adds several new features including enhancement for the G4's velocity engine, improved ID3 tag support, bug fixes, and more.

ATI Special Patch



<http://download.atitech.ca/drivers/apple/ati401Update.hqx>

ATI had some trouble releasing its retail Rage 128 PCI cards because of incompatibilities. When the cards were finally released, not every problem was fixed. Users with older PCI Power Macs reported severe problems that would prevent their machines from booting. If you are experiencing these problems, download this update. ATI warns that users who are NOT experiencing this problem and/or have not downloaded the [ATI Universal Installer 4.0.1](#), should not download the update for fear of dire consequences (appropriate theme music here, please).



Corel WordPerfect Enhancement Pack 3.5e

http://www.corel.com/products/macintosh/wpmac35/pack_freedownload.htm

This is not an "update" per se, but I'll bet you can't guess how much it costs. \$200?

No. \$100? No. \$50? No. Give up yet? It's free! While it is a bit outdated, it is full featured and is sufficient for most people's word processing needs. Look out Word 98!



Brent Hecht

brent@applewizards.net



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999

Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

- Home
- Current Issue
- Previous Issues
- Mini-Reviews
- Subscriptions
- Feedback
- Colophon/Info
- Special Area
- Publishing
- Advertise!



Text Advertisement: [Presenting MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation



October 1999 | | Volume 03, Issue 05

If you've been following along, you now know how to define an abstract class, right? And I know what you are saying: "so what?" You're right - being able to define an abstract class is not of much use... until you define some subclasses of your abstract class! So this month we'll take the abstract CChessPiece class we created and define some classes for the real chess pieces.



Calling all Pawns

At one time in every man's life he feels as though he has absolutely no control over his life. Whether that corresponds to an impending exchange of wedding vows or, in my case, the requirements of a rigorous semester in graduate school is of no consequence. The truth of the matter is that you feel like a grunt, a gopher... a **pawn**. For those of you who don't understand how one can feel like a large shrimp-like crustacean, let me just remind you that I said "pawn" and not "prawn."

In case you were not aware, the lowest ranking chess piece is the pawn. The pawn has a very simple pattern of movement - the first time it is moved, one may move it either one or two spaces toward the other side of the board, and at all times after it may be moved only one space. The pawn can only attack in a diagonal manner - one space forward and one space to the left or right. If another piece is occupying the space directly ahead of the pawn, the pawn may not move. Also, in the event a queen is taken, a pawn reaching the opposite side of the board will restore that player's queen in exchange for the pawn. So right away you may be thinking that this program is going to be very difficult. I assure you, it's not as bad as it seems. So let's start by defining the CPawnPiece class.

```
typedef enum SPlayerType {
    kPlayerType_Black      = 'blk',
    kPlayerType_White     = 'whit'
} SPlayerType;
```

```
//
```

```
class CChessPiece
```

```

{
    public:
        virtual ~CChessPiece ();

        virtual SChessPieceType GetChessPieceType ();

        virtual Boolean ValidMove (SBoardPosition
inToWhere);

    protected:
        SBoardPosition mPiecePosition;
        SPlayerType mPlayerType;

    private:
        CChessPiece ();
};

//

class CPawnPiece : public CChessPiece
{
    public:
        CPawnPiece ();
        CPawnPiece (SPlayerType inType);
        CPawnPiece (SPlayerType inType,
                    SBoardPosition& inWhere);

        virtual ~CPawnPiece ();

        virtual SChessPieceType GetChessPieceType ();
        virtual Boolean ValidMove (SBoardPosition&
inToWhere);
};

```

Notice that we've now added another item of member data to the CChessPiece class: mPlayerType. We not only need to distinguish between the different chess pieces, we also need which player owns the piece. After all, we can't have black pieces attacking black pieces; that would be total anarchy! It would be a chess-board revolution, with the pawns finally fed up with their rulers... but I digress. Let's take a deeper look at the CPawnPiece class. First, notice that we've started the definition just like all the other definitions we've done so far - the keyword class followed by the class name. However, following that is a colon (:) and the keyword public with the name of our abstract class. What's this all about, you ask? The format you see here is how one defines a subclass in C++. We're defining CPawnPiece to be a subclass of our abstract CChessPiece class. The public tag tells the compiler that the methods and data members of CChessPiece should be inherited as-is. In other words, the GetChessPieceType method should stay public in our subclass.



The Constructor Calls

No, this isn't the title of a cheap paperback sci-fi novel (or, for that matter, one of those smutty romance novels with Fabio on the cover). We need to look at the three constructor methods for CPawnPiece. Yes, that's right - three of them. If you have a method in a C++ class which can be implemented in two different ways which accept different parameters, then you can go ahead and do it. C++ is flexible enough to understand when you're using which method. So in the case of our CPawnPiece constructor methods:

```

CPawnPiece ();
CPawnPiece (SPlayerType inType);
CPawnPiece (SPlayerType inType,
            SBoardPosition& inWhere);

```

The first variant of the constructor takes no arguments - this is the constructor that is called when one statically allocates an instance of CPawnPiece. "Statically allocates an instance?" you're thinking. That's just big words that mean you're doing this in your program:

```

void
StaticallyAllocateInstance()
{
    :
    CPawnPiece aPawn;
    :
}

```

In the function StaticallyAllocateInstance() we're asking that the compiler automatically create a CPawnPiece object for us when the function is called. In no way am I the programmer responsible for allocating and disposing of the memory which is used to hold this object. In fact, as soon as the program leaves the scope of the StaticallyAllocateInstance() method, that aPawn variable is going to be destroyed. So to trace the events, when a program calls the

StaticallyAllocateInstance() function, we first see that the CPawnPiece() constructor is called. Then the function goes about its work. Finally, as the function is about to return to the code which called it, we find our ~CPawnPiece() destructor is called.

Now you may be wondering why we bothered to define two additional constructor methods in the class. The answer is this: when you create an instance of the CPawnPiece class, it would be helpful to initialize the object with data that you provide. In other words, the CPawnPiece has two member data associated with it - mPlayerType and mPiecePosition. If we're starting a new game, we can create each pawn piece and let it **place itself** where it belongs on the board. This is accomplished via the CPawnPiece(SPlayerType) constructor. We need only tell the new pawn that it belongs to the black or white player, and the pawn knows where it must go on the board. Likewise, if we're returning to a saved-state for a game, we need to not only tell the chess piece who it belongs to but where it is located on the board. So... the final constructor does this by requiring an additional SBoardPosition parameter.

The only thing that remains at this point is to give an example of how one uses these extra constructors. For that purpose, I give you a revised version of StaticallyAllocateInstance():

```
void
StaticallyAllocateInstance()
{
    :
    SBoardPosition                where = { 2 , 2 };
    // Constructor #1:
    CPawnPiece                    aPawn;
    // Constructor #2:
    CPawnPiece                    pawn2(kPlayerType_Black);
    // Constructor #3:
    CPawnPiece                    pawn3(kPlayerType_White,where);
    :
}
```

As you can see, you treat the declaration of each variable as though it were a function, tacking the necessary parameters onto the variable name. When you create an instance of any C++ class, the compiler first sets aside the necessary amount of memory to hold the object. Then the compiler calls the constructor method for that class which matches the number and type of arguments which were attached to the original line of code. The more you know about the low-level details of how a C++ program functions, the more fully you'll understand what's happening with the code you write. Furthermore, it makes troubleshooting all that much easier.



Some Work for the Meantime...

Until next month, how about working on defining the classes for each of the different kinds of chess pieces? I've shown you what needs to be done for the pawn, so the rest of the pieces should be very similar. Next month we'll diverge from the topic of the chess pieces and start talking about the chess board. We need to discuss the relationship - both physically and programmatically - between the board and the pieces. In the process we'll introduce **dynamic** allocation of instances of a class, and you'll become intimately familiar with the ins and outs of dynamic object oriented programming in C++. Until then, keep your eyes on the screen and keep reaching for the Starbucks.



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisement: [Presenting MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation



October 1999 | | Volume 03, Issue 05

Welcome to Macintalk, my series of monthly interviews with people who make a difference in the Mac world and beyond.

This month I sat down with Thorrانيت Arcus Chongsiriwatana Wong - Torley Wong for short. Torley is an 18-year-old Technomusicologist. In the interview he will, among other things, explain the term "Technomusicologist," so read on.

Please mail me your ideas, comments, critiques, and suggestions for future interviews. I can always be reached at robert@apple wizards.net.

Interview conducted: September 3, 1999



Robert Zimmermann: When did you first start to compose music?

Torley Wong: I first started composing when I was about eight years old. I had been playing piano since I was three, so this was the natural progression.

RZ: What was the first piece you ever composed?

TW: Good question! It was called something like "The Telephone Song," or something to that effect. I talk a bit about it on the Q & A page of my web site in the bio area. It was meant to sound like telephone tones and ringing, all on a piano. Needless to say, it was very disturbing. I have come a long way from that, now I can actually be lazy and **sample** a telephone.

RZ: How do you describe your musical genre? I have listened to some of your recent works and know it is not pure techno. It reminds me more of trance.

TW: You see I use the term "techno" as an umbrella term for all electronic technology-based music, also known as "electronica," but a lot of purists do not like the "electronica" term, "techno" works better for them.

I do dabble in trance. I do more drum and bass, and house. I work in a lot of hybrids. Calling my music "electronic music" is kind of clunky, so I just call it "techno" and label myself a "Technomusicologist," a composer and connoisseur of electronic music, but if you want specifics, my music is usually pigeonholed as "orchestral techno/intelligent dance music" that is what some of my "friendfans" started calling it.

RZ: So what does a "Technomusicologist" do all day?

TW: "Technomusicologist" is a term I believe I coined. Actually it started out as a joke. I used to call myself a "techno artist" or just "musician/composer/whatnot," but I found this to be too bland for my taste.

"Techno" for electronic music and "musicologist" for, well somebody who generally spends their day studying music theory and stuff maybe doing some playing too, so there you go.

A "Technomusicologist" is a composer and connoisseur of electronic music in a nutshell. I compose it, I play it and I study it. Yeah, it is my life and on most typical days you can find me composing like 12 hours a day - well maybe not, usually 10 and doing techno music-related activities like just practicing my rave dance moves and surfing the Net for techno info. News that would be beneficial to my better understanding of what techno is as a form of music. That sums it up I think.

I guess you could say for me techno is way of life. Maybe that makes it sound like a cult. Oh no, I don't want to do that.

RZ: Do you compose other stuff as well, or just techno?

TW: Pretty much only techno but see, it is actually quite versatile, because of all the hybrids that are possible like I told you. I have done jazzy techno, rockish techno, punkish techno... It is just taking what you know to be acoustic or nonelectronic in general and then integrating it. I used to be a classical concert pianist back in the day. My definition of techno is quite broad and I prefer to think of it that way, because it is the most accessible way.

RZ: Some people don't consider techno being music, but I liked what I heard on your website and I have to admit not being a techno fan. Perhaps this is because you think differently. Tell us please why you use Macs.

TW: Well, I have heard the term "alternative techno" thrown at me a lot. A lot of people who do not like most techno like mine and yes this is a result of thinking differently.

**A lot of people
who do not like most techno
like mine.**

Just to clarify, I use Macs, because they work really well for my simple "meat 'n' potatoes" lifestyle. They are very accessible and they do not waste my time as much as those Wintel machines. I have had many horrible experiences trying to

compose music on a PC and although many programs like sequencing applications are cross-platform, the actual configuration beforehand of the gear and stuff is not. It is totally different on Windows 95 much more - shall we say inefficient to me I believe.

I mean I really have tried to use Windows machines! They are better now that they have copped off some more Mac features that were not available in Windows 3.1, but it's like... Let me use an analogy: "It's like simulated woodgrain" You know looks can be deceiving the real organics of the substance are not there!

Same goes for hardware those ePower machines, right - such a rip-off of iMac.

RZ: Since music takes a lot of horsepower, what system do you currently use and what do you think of the new G4s?

TW: Oooh! Those new G4s are so exciting, but I do not think I will be upgrading for a while. I currently use a Power Mac G3/233 DT, I tried to overclock it, but I got into a bit of trouble so I reverted, but my G3 is still nice - for now. If only SoundEdit 16 Export would encode faster it is so bleepin' slow, but still my favorite MP3 encoder.

It is interesting to see so much development go on in Mac music nowadays. There was the big DTP thing when Pagemaker first came out and then the whole Photoshop bit and now this desktop music "revolution"...

I think for speed, between the G3s and the Pentium IIs and IIIs etc. there is not a whole lot of difference, but the G4s should blow Intel and AMD away. I **hope!!!**

Velocity Engine had better work as promised; that is the key bit right there I believe. Engineering those specific parts of the microprocessor is all about optimizing for multimedia nowadays I think.

RZ: What software do you use besides SoundEdit 16/SWA? Do you play games on your Mac?

TW: I do not play any games anymore, not really. I used to go about for a round of Starcraft, Marathon was big too in my early days, so was SimCity 2000 - Oni looks promising and it has a techno soundtrack...

But for composing music on my Mac I use SoundEdit 16 of course, Opcode Vision DSP, Opcode Max and stuff, Bias Peak, a bunch of custom programmed algorithm bits and Adaptec Jam for burning to CD. I recently got a Yamaha external CD-RW, which works nice. Actually I do not use a lot of stuff, I'm somewhat of a gear minimalist, but I try to maximize the results. It is all in the same spirit of Apple, you know: Simplify the work and maximize the results.

RZ: Why do you prefer SWA for encoding?

TW: One thing is that I am still looking for a faster, better encoder than SE16/SWA export, though its quality cannot be beaten - yet!

I have not tried N2MP3 yet so I cannot say for sure, but my friend David Bradbury did a really comprehensive review of Mac encoders. It is located somewhere at <http://www.raum.com/mpeg/>. I agree with a lot of what he says, funny thing is that I had the same conclusions even before reading his article and well, as an artist I am expected to really listen to my own music first and foremost.

After doing several encoding tests with SE16 SWA, AudioCatalyst, SoundJam, MPecker, I decided that SE16 SWA is the cleanest and best! I can probably say with good reason that its

quality comes close to 98% of the original at 160 kbps; 128 kbps just isn't enough for me a lot of times, shame MP3.com does not support higher bitrates.

SWA is **sooo** slow though. It is horrendous, like seven times slower or something.

RZ: That is the reason why I use MP2 mostly...

TW: Yah, I think MP2 sounds better at relatively lower bitrates and MP3 is optimized for higher bitrates. At lower bitrates it is terrible. Those MP3.com folks are smart though. They also registered mp4.com and someone registered mp5.com, too, I think. Heck, this is forward thinking and that is what we need in the industry, a sense for progression like this - like how Steve Jobs inspires us and how I really want an Apple sponsorship to do sound design for them, but enough about that.

RZ: Okay, what is your favorite color then?

TW: My favorite color is turquoise blue not quite bondi, but turquoise very deep and vivid. Almost blueberry. <grin>

RZ: Since the color fits, what do you think of the iMac/iBook?

TW: iMac and iBook are very nice machines for consumers. For me I wish they had more audio support like built in ports and such, but they do not... Oh well. It would be nice to go on tour with an iMac or iBook, though my question is:

Why is there no watermelon color scheme?

Turquoise blue is my favorite singular color, but for color schemes watermelon like what I use for the links on my website. It is soo gorgeous. Neon watermelon actually, hot green and fluorescent pink.

The next CD I will be releasing on MP3.com has a watermelon color scheme for its cover too.

I mean I have some 1200 odd tracks like 5% of them released. Some of them you can see on my website, but that is not all of what has been released though. So I figure I am just going to compose a lot more and keep releasing free MP3s, because a lot of people seem to like that, but I want also make stuff available only on the Digital Automated Music CD thing MP3.com offers.

RZ: When did you release your first CD?

TW: About June 1998 - no, a bit earlier than that actually, but about that time. The "TECHNO CD," I call it my debut.

Back then I was using a Quadra 660AV, my first Mac although the first one I ever used was a Classic I think. I got the G3 in August of 1998.

**Back then I was
using a Quadra 660AV,
my first Mac.**

RZ: You publish your works on the Internet. How do you think the Internet will influence the distribution of music in the future?

TW: Internet music is still a bit of a baby right now, so it really needs to grow up big time and I am sure it will. In fact, it will grow exponentially as a whole just like the MP3 splinter mushroomed. I am sure of it and I would like to be there for the ride.

The Internet makes a lot of good things easy, but to be honest there is a lot of no-good music out there wasting bandwidth too, though I am not to judge. The Internet accelerates both the positive and negative aspects of the music industry I believe from distribution, collaborating with other artists around the world, to getting feedback and fanmail. That sort of stuff.

Copyright will always be there, I mean some people are always going to go to whatever lengths they want to pirate music. "Pirate" being a bit of a frivolous term here, but the thing is, those people are often the more dedicated music fans and by their illegal distribution they can actually increase an artist's popularity. It is really a gray area, though like some people who like my music, bless their souls and link directly to some of the MP3s from my website, mirror them or whatever and they do not let me know. So one day I am surfing the Net randomly and I come across one of those pages, so I email them "Hi, thanks for linking to my music... why didn't you let me know though :D?"

In fact an instance like this happened this morning: A friend of mine - James Crisp posted a message on my message board a little while ago, you can check it out...

RZ: Can you tell the readers what came out anyway?

TW: Well actually I was just investigating it right before this interview. [This](#) person linked to my "A New Piano" track and said:

"I have no idea who this is by, it's piano music and techno. Just download it, ok?"

I take it as a recommendation and so my friend James let me know and in fact he informed her for me, but I think I am going to email her and thank her for linking. It was just kind of inconvenient that she did not let me know she was linking.

Well I find the situation totally amusing and I smile. I mean I am really happy that she linked to it, these sort of things are happening more and more to me now.

RZ: So how many "fans" do you have?

TW: Good question, I call them "friendfans," because they are both friends and fans to me, friends first though. I reckon it is in the tens of thousands now. I do not have a specific count, it is growing all the time like I have several hundred people on my mailing list and tons of people after that who email me, but are not on my mailing list.

And I just checked my mail and got more fanmail... ho ho ho.

RZ: What do you do when not composing music? It cannot be sleeping because you told me you only sleep four hours a day.

TW: Yah you are totally right. Well as for what I do - you see, my little brother just got a Playstation, so sometimes I play Ridge Racer 4 or UmJammer Lammy (the cutest music game!) on that. Other times I watch TV. I only watch one regular series nowadays, called Sliders... Interesting sci-fi show about parallel universe travel.

I read a lot. I like spending time alone and reading. I am a bit of a loner, but I do not mean that in a negative way and of course I hang out with friends time to time. I **do** have a social life.

I wish I had a girlfriend to spend time with, but on the other hand it would make me even busier than I already am. Not that I do not want to, I am single, but not looking now. I do look to a female muse for inspiration like a lot of the Greek artists... Well if you go to:

<http://www.torley.com/dream.jpg>, you can see what my muse looks like. She is a real person too.

RZ: Dana? Hmm, I think my midi-chlorians are off the scale. :)

TW: You are really sharp. How did you know? I must have said something. Dana is cool. We are "just" friends, but she is really cool. I did not expect you to visit my website so extensively...

RZ: What are your interests besides music?

TW: At one point in my life I wanted to be a computer scientist, sadly I have no time for that anymore. I have always been interested in quantum physics - seriously.

I was not too shabby in high school either, I really liked academic stuff. A practical joke every now and then used to be the sort of thing I would do and when all the good ones have been done, you just have to get more clever. I like being one with nature too - like a hippie. I out in my backyard where the forest is and it helps me relax, mocking my little brother is fun too, although it is not very respectable.

RZ: With your "talent," what is your family life like?

TW: You call it "talent?" Haha, it is all incidental to me. My family life is dysfunctional - my parents are going to kill me for this. Well maybe it is not dysfunctional, for lack of a better term though it is certainly not normal.

I am very absent-minded. I get called up to eat dinner while mastering a track or something and I totally forget about it until 2 hours later, so unlike that book Where the Wild Things Are my supper definitely is not warm. My Dad and myself have screaming contests. It is in good fun though. He used to be able to beat me, but now I have a pretty guttural voice when I try. You should hear my French accent - oui oui. It is actually kind of like a German speaking French which makes it guttural.

And my Mom is always telling me to pick up stuff I leave on the floor, like bathroom towels and my jacket and stuff. I have this fluorescent colored jacket I love so much...

Come to think of it, I am **really** absent-minded.

RZ: What is the Mac community like in Canada?

TW: Well as I told you I would really like to do some work for Apple and if anyone wants to sponsor my trip to Macworld 2000, so I can show a "Music 'n Macs" demo there it would be cool - haha, any job opportunities and stuff would be awesome.

The Mac community... we are kind of few and far between. Most of the schools replaced their old Macs with generic Windows boxes, because they were cheaper and most of my friends have PCs, except for creative people like fellow musicians.

RZ: What do your friends say about you using Macs?

TW: Oh I get poked a lot yah, but I mean Macs are meant to be useful tools, if I could not get any use out of them, they would not be any good, so my friends mock me and say I should get a "real" machine...

... and I say something like: "Well I'm doing alright composing my music on this toy. :)".

RZ: After your latest work, the "Jedi Master Remix," what are your future plans?

TW: Okay, that techno Jedi Master thing was totally incidental. My brother and I joked about me doing a Star Wars remix and five hours later, little did I know I would be mastering the final mix - oooh boy, what a rainy day project. I won't be doing another Star Wars remix I think...

As for my future plans... I plan to compose a lot more and post tracks on my [website](#) to show I really appreciate my "friendfans" and that I am not lazy. I will be doing lots of promotion on the Internet and I want to attend Macworld 2000 in January, but I need a sponsor, because I cannot pay for the trip myself.

RZ: In the past year, Apple has done so much - sold 2,000,000+ iMacs, introduced the iBook, G4s, Cinema Display, released a few versions of the Mac OS, continued profits, drove stock prices to \$65+, brought USB and wireless networking to the common folk, and so on.

What, besides releasing Microsoft Office 2000, has Intel or Microsoft done?

TW: I think Apple has always been an industry leader in terms of innovation and now they have become more practical with their technology by selling a lot more. It shows however, "Wintel" is still the dominant market force they may not have innovated as much but their marketing campaigns are still very, **very** widespread and unless more people are aware of the benefits of Macs they will go to Windows, simply because they do not know any better. It is the sad truth and life will be harder for them. They will weep and curse at technical support.

Intel is still making its new chips and Microsoft is making Windows 2000 which will be better than Windows 98 of course, but still simulated woodgrain, right? As for achievement this is a really gray area, because Microsoft and Intel continue to remain the dominant force in the personal computer industry. We have to say that they have achieved maintaining their stability - for now.

**Apple needs to be concerned
with staying ahead, not
looking back.**

Achievement is really subjective. In the market you only have some room for growth before things begin to stagnate for a while. Apple was in a valley but now they are ascending towards a peak again and the way I see it is that Apple should not be concerned too much with what "Wintel" achieves, because a lot of it is really catch-up. Apple needs to be concerned with staying ahead, not looking back and reaching more people all the time.

AMD poses a threat to Intel too and Microsoft and Intel are kind of uneasy with one another now as you know. Microsoft being the free-spirit \$\$\$ capitalists that they are always snapping up a lot of small competitors by buying them out and seizing every opportunity.

RZ: Do you think Apple needs more advertising? Would you want to compose a Mac advertisement?

TW: I would definitely love to soundtrack a Mac advert, yah. I mean I really want to help the Mac community out, I have contributed music to [MacAddict](#) before them being such nice folks and I think iTeen Online is using my Star Wars remix for one of their promos.

Apple could use more advertising, definitely.



I would like to thank Torley Wong very much for waking up extra-early to talk with me. For now Torley trots back into Technoland, but you can find some of his works on his [site](#) and I think even for non-techno fans it is worth the time to check them out.

If there is someone in the Mac community that you are dying to learn more about, please let me know. I would love to hear your suggestions and your comments about my column.



Robert Zimmermann
robert@applewizards.net



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski
Editor in Chief/Webmaster
erik@applewizards.net
AIM: iacas ICQ: 8186546

Daria Aikens
PR/Business Director
daria@applewizards.net
AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards

Win an Apple iBook from

AuctionMac.com

...the best in Mac-only auctions.

[\(click here\)](#)

APPLE WIZARDS

[Home](#) [Current Issue](#) [Previous Issues](#) [Mini-Reviews](#) [Subscriptions](#)
[Feedback](#) [Colophon/Info](#) [Special Area](#) [Publishing](#) [Advertise!](#)



Text Advertisement: *We have your audience!* Apple Wizards readers are "Internet-using Mac Lovers" - just the people you want to target. Advertise with us!

Issue Navigation

Erik J. Barzeski <erik@applewizards.net>

A Spider Speaks



Tips and tricks for
newbies, gurus, and
everyone in between.

October 1999 || Volume 03, Issue 05

October 1999 | | Volume 03, Issue 05

Howdy, and welcome to the first (official) online edition of **A Spider Speaks** Each month, as the title graphic suggests, I will try to provide you with useful tips, tricks, and tidbits. I'm always looking for some good ideas and constructive criticism, so send your comments my way at erik@applewizards.net

This month's topic is AppleScript. I recently spent a few days tweaking an old AppleScript to add some more functionality, so I thought I'd share it with you. Although this script may not be one you can use, the whirlwind AppleScript tour I provide may inspire you to play with AppleScript to solve your own problems.

This column is a long one, so take it in chunks. I will readily admit that I don't know all the technical jargon and I'm far from being an AppleScript whiz. I'm just hoping to hook some more people on one of the coolest Mac technologies around. After reading this article, try to make a similar script. Then play with it and make some scripts of your own.

If you need an introduction to AppleScript please look at *A Spider Speaks*, Jul/97 or the [AppleScript series](#) at MacCentral (scroll to the bottom) for a more in-depth introduction to AppleScript and Script Editor.

[Download the AppleScript \(.sit 5\)](#)



Get the Tools

To use AppleScript, you will need to have the right tools. What are they? Well...



Script Editor

You need Script Editor, which is provided free with the Mac OS. There's no excuse not to have this laying around somewhere. It's almost like SimpleText... you probably have a few copies. However, if you don't have it, [grab it from the AppleScript site](#).



Install It All

It won't do you any good to have Script Editor if you don't have the proper software installed and activated. Since so many products use AppleScript nowadays, you probably already have the proper stuff installed and enabled, but double-check, wouldja?



Smile

Smile (v1.6.6, Oct/99, 871 K) is a freeware script editor that packs a whole lot more punch than Script Editor itself. The more tedious the script, the more you'll appreciate Smile. The find/replace feature alone justifies having it on your Mac. If you're serious about scripting, [give Smile a shot](#).



Goals and Getting Started

I approach writing an AppleScript as I approach any other programming exercise. As any programmer knows, there are a few conventions which must be followed:

1. **Have a Purpose** - What do you want the script to do? It would make little sense to write a script to empty the trash (tell application "Finder" / empty trash / end tell) since you can do this quite easily already, right? Sometimes, your purpose might be "to have fun."
2. **Plan Your Script** - What logical steps must your script take? Basically, what's the best way to achieve your purpose? How can you do what you want to do?
3. **Document Thoroughly** - As you work through your script, document it. Make a note (in the code or in a notebook) of problems you run into and how you solved them, what particular variables are, and so on.

My purpose in this example is to write a script that will rearrange my hard disks (the Mac OS arranges them by free space - I want them arranged differently) and offers to launch my favorite applications. Furthermore, the script should be extensible (easily modified and extended).

Note: The formatting of the script below may be different than what you see on your Mac. To change how your script appears, open Script Editor and choose "AppleScript Formatting..." from the Edit menu.



On Your Mark, Get Set... Variables!

In the planning stages, you may have realized you might need to store and modify some information. Items which store information are called variables, because that information can be modified (i.e. it can "vary"). If you're new to programming, you will come to realize this soon. One of the coolest things about AppleScript is that variables don't necessarily have to

be a certain "type." A variable named "foo" can be an integer (3, 2365, -3) one minute and a string ("Erik," "p," "Mac OS 8.6") the next. What's important when declaring variables is their name and their initial state.

I like to use variables even for values which won't change. In this script, for example, you'll see that the LeftMargin variable doesn't change. But having it set at the top of the script allows me to change it quickly without searching through lines of code. Let's look at my variables.

```
(* global variables *)
set TopMargin to 28 -- top margin, obviously

set DesktopList to {"MonDieu", "PDFFrigger", "Spot", "TopSecret", "AppleWizards", "Downloads", "Sandra", "Shania"} -- the names of my hard disk partitions
set NumOfItems to count DesktopList -- counts number of hard disks (for loop)
set CurrDisk to "" -- initializes variable as string

set OpenTheApps to false -- boolean value
set AppList to {"MSNM", "gICQ", "Oscr", "MSIE", "R*ch"} -- creator codes of my applications
set NumOfApps to count AppList -- counts number applications
set CurrApp to "" -- initialize variable (as a string)

set cdevList to {} -- initializes it as a list (like an array of course)
set TimesText to "" -- init as string

(* properties
  resets every time you save script, final state saved *)
property numTimesRun : 0 -- counter number of times we've used this script
property LeftMargin : 955 -- my right margin (1024 - 32 - 37)
property DiskSpacer : 52 -- 32 for the icons themselves, another 20 for the name and spacing
```

The first line of this code is not a variable, it's a "comment." Comments in AppleScript can take two forms: one-line or multi-line. Multi-line comments are enclosed by (* *). One-line comments are preceded by --. As you can see, both forms are used in the "header" portion of this script. Throughout this article, pink code indicates a comment.

The next line, set TopMargin to 28 -- (some comments), includes my first variable: TopMargin. In this line, TopMargin is given the value 28. After the 28, you can see two dashes "--" and my comment. Again, documentation - both internal and external - is important!

The third line, with DeskTopList, contains a "list." If you're familiar with programming, an AppleScript list is similar to an array. Lists can contain integers, strings, and other forms of data. This list contains the names of the items I wish to arrange - all hard disks except PDFFrigger, a printer.

The fourth line with NumOfItems uses the AppleScript command count to count the number of items in the list DesktopList. In this example, NumOfItems will be 8.

The last new thing in the Global Variables section is the variable OpenTheApps. Here I set its initial state to false. Both true and false are included with AppleScript and are used in "tests," which we'll see later. True and False are Boolean values and can be very handy.

Finally we come to the end of the variables. While the values of variables are forgotten after the script quits, properties retain their values. In this example, numTimesRun will be a simple counter which keeps track of the number of times the script has been run. Each time we run the script, it will increment. Simple, right?



Let's Do Something Now

Now that our variables are set, it's time to actually do something with them. Because this script is Finder-based, all of the action will take place in the Finder. We'll shuffle disks around, empty the trash, and launch applications. The Finder can handle all of this stuff, but we need to tell it to do this stuff. How? Well...

```
tell application "Finder"

    set numTimesRun to (numTimesRun + 1)
    if (numTimesRun is equal to 1) then
        set TimesText to "time"
    else
        set TimesText to "times"
    end if
end tell
```

We begin to tell the Finder what to do by saying tell application "Finder". This activates the Finder and prepares it to do our tasks. Once the Finder is paying attention, we quickly increment the numTimesRun variable using a simple addition of 1.

Next we come across a test. Later in the script, we may want to say "this script has been used x times." However, it makes no sense to say "this script has been used 1 times" - it's bad grammar. So we need to perform a test and do something based on that test.

If the variable numTimesRun is equal to 1, we want to set the text string to "time." Otherwise - as in "this script has been run 12 times - we want to set the text to "times." The entire phrase if numTimesRun is equal to 1 then set TimesText to "time" is so English-like it's not even funny. It's AppleScript! At the end of the if statement we must say end if, which means "we're done testing." End is common among several elements, as we'll see. Note that every time you save your script, the value for numTimesRun is reset to 0.



Move Those Disks, Baby!

For crying out loud, let's **actually** do something already! Okay:

```
set counter to 1
repeat with counter from 1 to NumOfItems
    set CurrDisk to item counter of DesktopList
    select item CurrDisk
    set position of selection to {LeftMargin, TopMargin}
    set TopMargin to TopMargin + DiskSpacer
    counter is (counter + 1)
end repeat
```

The first line of this code both creates a new variable and assigns it the value of 1. Nothing new here... However, the next line through to the end of this "block" is a loop. Loops in AppleScript are called repeats. Here we want to perform the loop one time for every item we have to organize. The items we wish to organize are in the DesktopList list. Remember? The variable NumOfItems is the number of items in that list. Ah, you're catching on now...

repeat with counter from 1 to NumOfItems will repeat the loop as many times as we need it to - 8 in this case. If you look at the line before the end repeat, you can see where we update the counter: counter is (counter + 1). After the first time through the list, counter is set to two. Then three. Then four. After the eighth time through the list, counter holds the value 9 (i.e. it's "past" 8), and the loop (repeat) ends.

But what goes on **inside** the loop? Well, let's take a look. The first line set CurrDisk to item counter of DesktopList assigns the string at position counter in the list DesktopList to CurrDisk. For example, the first item in the list DesktopList is "MonDieu." The first time

through this loop, when counter is 1, the string "MonDieu" is copied into the variable named CurrDisk. The seventh time through the list, CurrDisk is set to "Sandra," and so on.

After CurrDisk has the name of the right item, we can easily select item CurrDisk. The first time through the loop, the Finder will select whatever is named "MonDieu" on my desktop. The next line tells the Finder to set the position of that selection to {LeftMargin, TopMargin}. The set position command in AppleScript needs two numbers: x and y, where x is the number of pixels from the left of the monitor and y is the number of pixels from the top. LeftMargin holds the value 955 and TopMargin holds the value 28. The first time through the loop, MonDieu is therefore placed at 955, 28.

The next line increments the value held in TopMargin by 52 (the amount held in the property DiskSpacer. That's it for the loop. The second time through, "PDFrigger" (the second item in the list) is placed at 955, 80 (80 is 28 + 52 of course). The third time, Spot is placed at 955, 132, and so on.

For bonus points, consider using this line of code to replace two others:
set position of selection to {LeftMargin, TopMargin + (counter * DiskSpacer)}
Can you figure out which two? I bet you can...



Some Quick Maintenance Work

Now that the disks are arranged, let's do some housekeeping. I don't put anything in the trash unless I intend to throw it away, and I never use any of the rescued files found in the trash after a crash. Furthermore, since my startup process is so long and the next portion of the AppleScript will require my interaction, let's have the AppleScript get my attention.

```
-- empties trash, selects startup disk  
empty trash  
select trash  
  
beep -- beeps  
beep -- ditto
```

Can you guess what these lines do? empty trash does just that, and select trash also does just what it says... I prefer to have my trash selected rather than the last-organized hard disk. Then the two beeps simply beep at me (using the system beep). Now the script has my attention.



Oh No, User Interaction!

Now it's time we make a decision. Do we want to launch our applications or not? Well, here's the code that'll help us out:

```

if (NumOfApps > 0) then
  -- display dialog to open applications
  set OpenTheApps to display dialog "Welcome to Mac OS 8.6 and " & ~
    "AppleScript!" & return & return & ~
    "The Current Date is:" & return & (current date) & ~
    return & return & ~
    "Open Favorite Apps?" buttons ~
    {"Hell No!", "Buh-bye RAM!"} default button ~
    "Buh-bye RAM!" with icon 1 giving up after 10
  if button returned of OpenTheApps is "Buh-bye RAM!" then
    set counter to 1
    repeat with counter from 1 to NumOfApps
      set CurrApp to item counter of AppList
      open application file id CurrApp
    end repeat
  end if
end if

end tell

```

First look at the last line of code. Here you see we've reached the end of the script. Remember that we began with tell application "Finder"? Everything must come to a close... You'll also note that we have another test: if (NumOfApps > 0) which ends (with end if of course). Why test? Well, I would not want my AppleScript to ask me if I wanted to launch my applications if no applications existed in the list! Remember, NumOfApps contains the count of the items in the list AppList.

The next block of code, from set through giving up after 10, will display our dialog box. This dialog box is a bit more complex than it needs to be. Here's what a simplified version might look like:

```

if (NumOfApps > 0) then
  -- display dialog to open applications
  set OpenTheApps to display dialog "Open Favorite Apps?" buttons ~
    {"Hell No!", "Buh-bye RAM!"} default button ~
    "Buh-bye RAM!" with icon 1 giving up after 10
  if button returned of OpenTheApps is "Buh-bye RAM!" then
    set OpenTheApps to true
  end if
end if

```

Let's work our way through this simpler dialog box. Dialog boxes return what is called a **result**. In this case, because we plan to use buttons - as opposed to something like a text box - the result will be the name of whichever button the user chooses. We want to store the result in the variable OpenTheApps, so we use the set command. Nothing new there...

Quick note: See those funny characters after buttons and button? Those are made by typing option-return. This allows you to manually wrap your code to eliminate horizontal scrolling.

You haven't seen this yet: display dialog. Pretty simply, it tells the AppleScript to display a dialog box. The piece following the display dialog is the text which you wish to appear in the dialog box. Here we simply want to ask whether or not we should open the applications or not. Next, you have to specify which buttons you wish to use. Do this with buttons followed by a list of the button names. AppleScript dialogs can only have three buttons, so don't get too wild! The next piece, default button simply tells the script which button should have a thick border and be activated with the return key, as with all default buttons. Then we see with icon 1 - AppleScript provides you with icons 1 through 3 (as well as some others that I won't mention). Pick 1, 2, or 3. The piece giving up after 10 tells the dialog box to go away after 10 seconds. If I were to start up my computer and walk away, I wouldn't want to return an hour later and see this dialog box!

Now that we've "caught" the result in the variable OpenTheApps, let's do some maintenance work again. The next line, another test, checks to see whether OpenTheApps is "Buh-bye RAM." If it is, it resets OpenTheApps to true. If not, it does nothing (which in this case, probably means that OpenTheApps is the value of the other button, "Hell No!").

```

if (NumOfApps > 0) then
  -- display dialog to open applications
  set OpenTheApps to display dialog "Welcome to Mac OS 8.6 and " & ~
    "AppleScript!" & return & return & ~
    "The Current Date is:" & return & (current date) & ~
    return & return & ~
    "Open Favorite Apps?" buttons ~
    {"Hell No!", "Buh-bye RAM!"} default button ~
    "Buh-bye RAM!" with icon 1 giving up after 10
  if button returned of OpenTheApps is "Buh-bye RAM!" then
    set counter to 1
    repeat with counter from 1 to NumOfApps
      set CurrApp to item counter of AppList
      open application file id CurrApp
    end repeat
  end if
end if

end tell

```

Now that you understand the simple dialog box, let's again look at the "bigger" dialog box. You'll see I start with "Welcome to Mac OS 8.6 and AppleScript!" I follow this with the "concatenation" command, a simple &. This tells the script that I'm still working on the text I'd like to display and have not yet begun to list button names. Two returns space out the text just as if I had hit the return key twice in a word processor. Note that I am using those funny characters - forced line breaks to eliminate horizontal scrolling. This is a long line of code! Next, I wish to display the current date. Luckily, current date is supported in AppleScript, so I simply use current date. Cool. :)

That's it for the "complicated" part of the dialog box. Concatenation isn't too big a deal if you think of it simply. Suppose we had these lines of code:

```

set MyList to {"Jessica", "Crystal", "Michelle"}
set NewName to "Erik"
set BiggerList to MyList & NewName

```

What would BiggerList be? Well:
{"Jessica", "Crystal", "Michelle", "Erik"}

What about the last portion of the script? After all, it's a pretty big block of code! Let's take it line by line again. The first line is a simple test: if OpenTheApps holds the proper value, we'll want the script to launch the applications.

Because we're going to launch the applications from within a loop, let's reset counter to 1. NumOfApps is the number of applications in the list, AppList. My AppList contains the **creator code** of the applications I wish to launch. Why? Because it's easier to deal with in a loop. After I set the variable CurrApp to the counter-th item of AppList, I want to open whatever application has that "file id" (file id = "creator code" in AppleScript parlance). The loop repeats until every item in the list is launched. Then the script is over. Finis.



Having Some Fun

Wanna see something cool? I won't explain this too much because I think by now you can guess what this bit of code might do... Fun for hours!

```

set cdevList to the name of every item of the control panels folder
if "Speech" is in cdevList then
  say "Hello Erik you hot sexy stud, you have " & NumOfItems & ~
    " disks to rearrange and " & NumOfApps & " apps to launch!" & ~
    " You've used this script " & numTimesRun & " " & TimesText & "!"
end if

```

Hey, if you're gonna write an AppleScript that greets you at startup, you may as well boost your ego while you're at it! Besides, now you can see where I use numTimesRun!

Here's a quick hint: cdevList is a list of text strings and is the **result** of the code which follows the set cdevList command.



Wrapping Things Up

The AppleScript is done. What did you learn? Or, perhaps, what can you learn from this?

- **Variables and Properties** - variables can change throughout the script, but are erased from "memory" when the script ends. Properties hold their values, but are reset when the script is saved.
- **Tests** - if "something" then "do this". If... else if... else... end if tests can be quite long, so we covered some simple ones.
- **Lists** - lists are useful for a variety of things, and we learned some simple operations like count as well as how to choose items from a list.
- **Loops** - the "repeat" blocks came in handy in this script, that's for sure! Using variables and loops, we were able to confine almost all of the information we may ever want to change in this script to the "header" of the file - the variables and properties list. If I remove PDFrigger from the list, my script will still work!



The end. We're done, at least so far as this article's concerned. I've made a few changes to the script after writing this article: I made the buttons into variables so I could change them in one place (the "header" area) and have a working script. [Download the AppleScript \(.sit 5\)](#) by clicking that link.

Got questions? I'm not opposed to writing about AppleScript in the future, so let me have 'em! My email address is just below... Until next month, happy AppleScripting, you hot sexy stud <grin>.



Erik J. Barzeski
erik@applewizards.net



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards

the professional seamless texture tool



Download TextureMagic now!

APPLE WIZARDS

- Home
- Current Issue
- Previous Issues
- Mini-Reviews
- Subscriptions
- Feedback
- Colophon/Info
- Special Area
- Publishing
- Advertise!



Text Advertisement: TextureMagic is a tool for creating and manipulating seamless textures. [Download your copy of TextureMagic now!](#)

Issue Navigation



The CoX Files

The truth is out there
(the trouble is finding it)

Craig Cox

craig@applewizards.net

October 1999 | | Volume 03, Issue 05

A Manly Computer Article

John Dvorak's recent column "[The iBook Disaster](#)" turned out to be exactly that - a disaster. If you've ever read Dvorak, you'll realize he is nothing but a new sub-species of bully. He uses his position from some unknown remote outpost to insult and denigrate everyone and everything. The undisciplined masses run up the hits on [PC Magazine's](#) website just to tell Dvorak he's a moron. In a monumental blow to journalism everywhere, this has netted Dvorak a few awards. That speaks volumes about the quality of content in computer magazines. More about that next episode...

[PC Magazine](#) has been content to let Dvorak's inflammatory gibberish ride because the more hits they get, the more shekels in advertising fees they rake in. They might now be willing to reassess the wisdom of this editorial policy. This time, Dvorak issued a cheap crack which brought in hate and discontent from far outside the range of his normal critics. This time he teed off the Professional Feminists(tm) with the following statement:

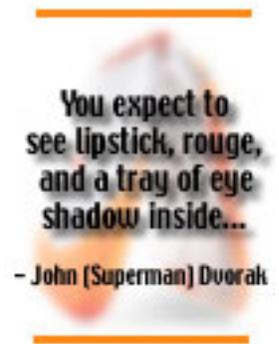
"I suppose I shouldn't say this, but I can only describe it as a "girly" machine. You expect to see lipstick, rouge, and a tray of eye shadow inside when you open it up."

Yeah, well, I suppose he shouldn't have.



I Double Dare You

While Apple users are used to this sort of gratuitous tripe, the Professional Feminists(tm) are not. They also have an underdeveloped sense of humor. They were incensed that Dvorak would use the term "girly" in a demeaning fashion. The Professional Feminists(tm) - those self-appointed defenders of womanhood, ever on the alert for any perceived display of masculinity, however slight - took Dvorak to task for it. And, well, he asked for it I guess. In my opinion they deserve each other.



Dvorak went on to spew the normal barrage of absurd garbage Apple's way. (Do they merely choose from a menu of these slights? "Hmmm... for this month's column I'll use insults 5, 12, 38, 225, and 313b.") He noted that the iBook elicited oohs and ahhs from the Macworld crowd when it was debuted and asked "Do they spray some sort of mind-numbing gas in these auditoriums when Steve Jobs speaks?" He ponders "Why wasn't there snickering? Why didn't people throw tomatoes?"

Discounting Dvorak for the bully and goof that he is, one comment in his column does rate a response from me. He says "In fact, I challenge anyone out there to pull out this makeup case in public and not feel embarrassed." Challenge accepted! Give me an iBook and I will whip that hummer out anywhere without a twinge of embarrassment. In fact, I'll go one further. I bet I can take an iBook into a biker bar and have them all going "Hot damn!" Dvorak might not. But I can.

I would not feel the least bit hesitant about whipping an iBook out in public. Of course, maybe that's because I'm not in the least bit unsure of my masculinity as Dvorak appears to be.



I'm 'a Callin' Ya' Out Varmint

In fact, I'd be glad to let Apple film me, with iBooks strapped onto both hips, walking into Dvorak's office and scaring him and his office-bound, pudgy, pasty-faced buddies into peeing in their pants. Or possibly Apple could sponsor a manly contest of fisticuffs or some other combat event. (I mean, heck. Apple's now sporting an ad campaign with armored vehicles. Who'd have thought it?) Wouldn't that be a big hit at the next Macworld Expo! Either way Dvorak would be out like a light in under 10 seconds. My daughters have volunteered to dress him up, complete with makeup, like Raggedy Ann once he swoons. Wouldn't those images make the foundation for a fine ad campaign? Picture this - "PeeCee goof impugns iBook's honor, found dolled up like Las Vegas whore, and carried off kicking and screaming by the [Village People](#)." That should deter any further outbreaks of phony manhood displays.

I'm sure Dvorak won't take me up on it though. I think I've got him pretty well figured out. I've had two psychology courses, watched "High Anxiety" about seven times, and taken in approximately 12 episodes of the "Newhart Show." I'm sufficiently familiar with pop psychology to recognize that Dvorak is just plain unsure of his manhood. In fact, it's possible that he's a latent homosexual. If so, I just wish he'd go ahead and come out of the closet and deal with it so the entire computer-using community no longer has to suffer from **his** inner turmoil.



A Manly Finale

If he does come out, I hope he lets me know. I'll send him some lipstick and a nice little girlie purse - but no iBook. Apple will be so far behind demand for quite some time that I won't be able to get him one, Dvorak's predictions of doom notwithstanding. I hope they get that straightened out pretty soon. I've promised my daughters I'd get them each an iBook as soon as they learn to type. If I had a son, I'd make him the same deal. Don't get me wrong. I wouldn't trade in my Wallstreet PowerBook, but that's because I need all the bells and whistles (at least that's what we manly men tell our wives). In most cases an iBook is more than enough, and it just looks so cool.

Oh, and if I'm wrong, maybe Dvorak and I could hang out and do some manly things together - like drink a bunch of beer, slap girls on the butt, belch, fart, and punch at keyboards. Ahh... manly things. I feel the testosterone level soaring already.

If you'll excuse me now, I've got to go wax the little woman's new truck. Comin' honey!

 **Craig Cox**
craig@applewizards.net



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski
Editor in Chief/Webmaster
erik@applewizards.net
AIM: iacas ICQ: 8186546

Daria Aikens
PR/Business Director
daria@applewizards.net
AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisement: Presenting [MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation



October 1999 | | Volume 03, Issue 05

A Collection of Cruel Ideas from the Reprehensible Ron Freeman

This Month's Theme: Dolphin-Safe Tuna or Tuna-Safe Dolphin?

Just recently I started working third shift at a grocery store stocking shelves, so on an almost daily basis I see cans of tuna. I have never really paid all that much attention to cans of tuna, but handling all those cans started me thinking about the notion of the tuna being "dolphin safe." I thought to myself "Why are all these tunas being killed while animal rights activists save dolphins?" Frankly, I see this as hypocrisy on the part of animal rights activists. Either it is wrong to kill any animal or it's fine to kill any animal. Ya can't pick and choose, can you?

Have you got a good topic? Email me at ron@applewizards.net. I want to hear from you!



Flipper Seal of Approval

<http://planet-hawaii.com/earthtrust/fsa.html>

This site represents an organization which takes the "cute" approach. Check out their dandy logo. This site complains about how many dolphins were killed and how the term "dolphin safe" is getting lax. It doesn't, however, give any real reason on why dolphins are worth saving. I only understand that this organization likes dolphins and wants to save them. Well darn it, if that's all the reasoning you need, I want to save tuna and eat dolphin steaks!



Why Aren't Dolphins Equal to Mankind?

<http://bvsd.k12.co.us/cent/Newspaper/nov-dec96/DOLPHINS.html>

This site believes that dolphins should be saved because they are of high intellect, possessing brains the size of seventeen year-old humans. If you were ever seventeen you know that that's just not big enough. The poor reasoning here lies in the fact that the writer equates intellect with humanity. Humans aren't necessarily the smartest of the animals, and I personally contend that we aren't animals at all, despite being mammalian. Humanity is more than scientific, it is the abstract notion of dignity and soul. Following through with this writer's logic, we might arrive at the conclusion that a dolphin is more valued than a mentally handicapped person just because a dolphin (supposedly) has a more capable brain. Humanity and personal value are in no way defined by intelligence.

Alex Poulos Vegetarian Center & More Stuff

<http://pw2.netcom.com/~axleplus/index.html>

This is a fairly large animal rights website, and I was hoping to find reasoning to explain the "don't kill animals" way of thinking. Unfortunately, it didn't have any more reasoning than the unreliable expression of affection for animals and unfounded belief. Firmly believing something doesn't make that belief true. I firmly believe the Detroit Tigers are the best baseball team around, but when did they last win a World Series? Anyway, visit this site, email the guy, and get into an argument or something. Tell him Ron sent you.

Cowtipping Manual

<http://homepage.interaccess.com/~bhc/cowtip.html>

I thought I'd cap this month's article with a site that gleefully promotes cruelty to animals. Hey, I'm just trying to offend everyone as always. Everybody knows about cowtipping, and this page gives you different little tidbits of advice on how to do it properly. Enjoy.



What We've Learned Today: Ron would gladly eat a dolphin.

If you have enraged or spiritually touched by this column, email me at ron@applewizards.net



Ron Freeman

ron@applewizards.net



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisment: [Presenting MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation



October 1999 | | Volume 03, Issue 05

Useless

As an antidote to last month's staid, sober look at useful utilities, this month's 'Warehouse features software that is useless in the best sense of the term. By that, I mean applications which have no real practical application but which can provide a moment's diversion. I'm not including games in this definition because games are often taken very seriously by their players - and creators - and lack the frivolous nature necessary for inclusion in this list.

But these are just my opinions; I could be wrong. If you'd like to put your opinion in the ring, write a Mini-Review of one of these products. Surf to <http://mini-reviews.applewizards.net/> and download the new Mini-Review kit. Then contact our editor about doing the review. Just use the form on the website.



Now and Zen



Zen

Sometimes we all need guidance. Whether it's from a friend, a psychotherapist, or "The Jerry Springer Show," we can all benefit from advice, even if it's only to help clarify what we already knew.

Zen by Franklin Veaux (v.1.0.1, Aug/99, 659 K) is a simple "Fortune Cookie" application. It reads a bunch of sayings from a file called Zen.txt - which needs to be located in the same folder as the application itself - and spits one out at random. If you put an alias of the program in your Startup Items folder, your computer will greet you with a pithy saying every time you start up. You can even add your own bits of wisdom by modifying Zen.txt in your favorite text editor.

Zen is neatstuffware; if you like it, send the author something neat via email or snail mail. Check it out at <http://www.xeromag.com/fvshare.html>.



Paper Weight



Niftee-Tron SnoGlobe-o-Matic

I've always been fascinated by people who collect fundamentally useless things. It's understandable to collect books or records - they, at least, can be used and enjoyed. But I've never understood people who collect things that just sit there - Hummel figurines, beer bottles, or snow globes - things which only serve to gather dust on a shelf. If you're one of these poor unfortunates with a compulsion for collecting useless tchotchkes, you'll be unable to resist the Niftee-Tron SnoGlobe-o-Matic.

This application by Charles "Option-8" Mangin is a 100% accurate emulation of the snow globe experience. Click the mouse to shake up the globe, then watch the snow swirl around and settle to the ground again.

Come on, you **need** this. Niftee-Tron SnoGlobe-o-Matic (v.0.1, Aug/99, 548 K) is, as you might expect, freeware. You can download it from <http://niftee-tron.com/>.



Shut The Heck Up!



Talking Moose

"Blessèd is the man who has nothing to say and can not be persuaded to say it." Fortunately, this talking moose does **not** follow his own advice! Reincarnated from earlier versions by Steve Halls, does nothing more than pop up every so often and talk. Its default phrase list contains 300 witticisms, criticisms, and just plain goofy sayings.

Customize how often the moose talks, what the moose looks like, and whether or not he follows your cursor movement. Unlike most useless things (pet rocks, anything advertised in infomercials, and toothpaste), this moose is free! You can even get a pretty swift little phrase editor and hack, hack, hack away!

If you don't get this, you'll regret it. It's that simple! Grab Talking Moose (v.2.0.5, Sep/99, 902 K) [at this lil' ol' link](#), and then grab Moose Phraseology - the editor - (v.1.0.1, Sep/99, 612 K) [by clicking right about here](#).



You Can Pet My Lobster, But Don't Touch My Monkey



Lobster

It's a strange and stressful world. People going on rampages, ethnic strife, corruption, wars and rumors of war. Watching CNN is enough to make you despair for the human race. Fortunately, I can find solace in the knowledge that there are programs like Lobster by "Master Slack" of Homeboy Software (v.1.5, Jun/97, 417 K).

The program shows you a window with a picture of a lobster against a psychedelic background. You click the mouse to "pet" the lobster, and it makes a sound like one of those plastic squeaky toys. That's it, that's all it does, and that's all it needs to do. Just be careful not to poke the lobster in the eye!

This freeware novelty item is available from http://www.geocities.com/SunsetStrip/Alley/8069/dl_mac.htm , but make sure you disable JavaScript in your browser before you try to access this URL.



The Man Who Fell To Earth



Are You A Space Alien?

This classic (read: old) HyperCard stack purports to be the work of a mental patient named Lester Fontaine, also known as Vox Lem. The main section consists of the "Space Alien Evaluator," a series of questions which will help you determine if you are indeed of extraterrestrial origin. The rest of the stack gives background information about Lester's story, which is, to put it mildly, a doozy.

If you've ever wondered if you're not of this Earth, you'll appreciate "Are You A Space Alien?" (v.1.0, Jun/96, 205 K). The stack was actually written by John Freemyer, and he'd appreciate a \$5 donation if you enjoy the stack. It's available from <http://inner.cortex.com/~tiberio/infomac/game/are-you-a-space-alien-hc.shtml> or from any of the finer shareware archives.

Incidentally, the evaluator indicated that there was a 94% probability that I'm a space alien, which, frankly, doesn't surprise me a bit.



That's all for now, compadres. Until next month, happy downloading. And don't forget to pay your shareware fees!



Brian Kelley

brian@applewizards.net



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards

APPLE WIZARDS

M
E
N
U

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisement: [We have your audience!](#) Apple Wizards readers are "Internet-using Mac Lovers" - just the people you want to target. Advertise with us!

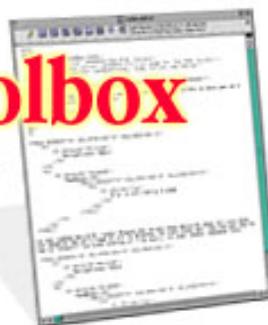
Issue Navigation



HTML Toolbox

Bring out the Webmaster
IN YOU!

Rudi Muiznieks
rudi@apple wizards.net



October 1999 | | Volume 03, Issue 05

A Cup O' Java

When used improperly, JavaScript can ruin a web page. It can do anything from annoying a viewer to crashing their browser. Javascript can also be used inappropriately. This inappropriate use is usually found in pages that, in an attempt to be more personal, prompt you to enter your name when you first connect. I don't know about you, but I really couldn't care less if the site said "Hi Rudi!" at the top. Were the few precious seconds I took to realize that a dialog box had popped up and enter my name really worth it? No.

JavaScript is its own programming language. It would be impossible for me to teach you enough about JavaScript in two or three articles. Instead, for the next few months I will list and explain some commonly used, commonly sought-after scripts. I'll also provide links to some good JavaScript resources. Hopefully, this will serve a dual purpose. It will provide you with pre-written scripts for use in your own pages and will also give you a better understanding of how JavaScript works. That will be useful should you ever decide to strike out on your own and learn JavaScript from a book or a course.

Cautionary Note

Remember that while JavaScript is supported by most browsers, older versions of Navigator and Internet Explorer as well as iCab do not support JavaScript. Because of this fact, I don't recommend that you base your website's functionality around JavaScript.



Would You Like A Menu, Sir?

One JavaScript that is being used more and more frequently on the web does nothing more than provide a compact way of presenting links to the viewer. An example of this script in action can be found on everyone's favorite website, www.apple.com. Scroll down to the bottom and take note of the pull-down menu next to the phrase "Visit other Apple sites around the world." Go ahead, indulge yourself. Select Guam from the list. Just like magic you will be instantly transported to Apple's Guam webpage.

The Script

This script is very simple. In fact, the actual JavaScript part of it is less than one line long.

```

<FORM>
<SELECT NAME="menu" OnChange="self.location=(this.options[selectedIndex].value) ">
  <OPTION VALUE="page1.html" SELECTED>Page 1</OPTION>
  <OPTION VALUE="page2.html">Page 2</OPTION>
  <OPTION VALUE="http://www.externallink.com">External Link</OPTION>
</SELECT>
</FORM>

```

Break It Down!

As you can see, the JavaScript portion of the above code is in the OnChange attribute of the SELECT item in the form. Essentially, it tells the browser to change the current frame's location to the selected OPTION's VALUE attribute. I gave three example OPTION tags to show you how to make them. You can create as many or as few as you want. Just remember that the first item will be selected unless otherwise specified by the SELECTED attribute and that selecting the currently selected value will not fire the OnChange event. Consequently, you should make the currently selected option the one that links to the page that the viewer is already on or one that simply states "Select A Link" or something similar.

The value that is actually being used as the new location can be easily broken down. JavaScript's way of referencing the current object is the keyword this. In the case of the script above, this is referring to the pull-down menu indicated by the SELECT tag in which the script is located. The options array is an array that all pull-down menus have in the JavaScript world that refers to all of the OPTION tags for that particular menu. The value selectedIndex is the member in the options array that was just selected. Finally, the value property of the members of the options array is the string contained in the VALUE attribute of the specified OPTION tag. To sum it up, this.options[selectedIndex].value is pointing to the value string of the option that was just selected by the viewer in this pull-down menu. Whew!!!

Be Vewy Vewy Quiet, I'm Hunting Fwames

Elmer Fudd may not be a webmaster, but if he were he might be asking "What if I wanted to make my menu change the location of frame other than the one that it's in?" Well, the answer is pretty simple. You can see in the script that the OnChange event changes the location property of the self object. Okay, you may not be able to see that, but take my word for it. What we want to do is change the location property of a frame object which is in an array of properties of the parent object. Whew #2.

```
parent.frames[1].location=(this.options[selectedIndex].value)
```

If you replace the JavaScript in the OnChange attribute of the SELECT tag with the above code, it will make the menu change the location of the second frame defined in the current page's parent frameset. But, you ask, why is it the second frame when quite obviously the script makes reference to the first member of the frames array? Well, I answer, it is not referencing the first member. The first member would be frames[0], frames[1] is actually the second member.

Anyways, I will provide an example. Let's pretend that this is your index page:

```

<HTML>
<HEAD>
<TITLE>My Webpage</TITLE>
</HEAD>
<FRAMESET COLS="50%,*">
  <FRAME NAME="Mainframe" SRC="main.html">
  <FRAME NAME="Menuframe" SRC="menu.html">
</FRAMESET>
</HTML>

```

Now let's pretend that you have implemented a JavaScript menu on the page menu.html, and you want to use it to change the page loaded in the frame "Mainframe." To do that, you would use the code from above, only replacing the script in the OnChange event with the following:

```
parent.frames[0].location=(this.options[selectedIndex].value)
```

The reason for this change is that "Mainframe" is the first frame defined in your index page and thus it is member zero of the frames array of the parent object. If, instead, you had a JavaScript menu located on main.html that you wanted to use to change the page in "Menuframe," you would use parent.frames[1] instead of parent.frames[0].



AAAAUUUGH!!!

If you are screaming in frustration because I have spoken too technically in this article, please email me and let me know. Years of hard work (ha) and studying in computer science classes has numbed my ability to gauge how much technical knowledge I am assuming people have when I'm writing stuff like this. If I get a significant number of messages telling me to please speak English next time, I will try to take my explanations simpler next article.

Also, if there is a certain JavaScript that you've seen used before that you would like me to dissect in a future article, please email me and give me your idea. I promise I will only make fun of you if it's a really dumb one. Just kidding, there are no dumb ideas when it comes to JavaScript! Ha ha.

 **Rudi Muiznieks**
[Rudi Muiznieks](#)



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) || [Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski
Editor in Chief/Webmaster
erik@applewizards.net
AIM: iacas ICQ: 8186546

Daria Aikens
PR/Business Director
daria@applewizards.net
AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

[Home](#) [Current Issue](#) [Previous Issues](#) [Mini-Reviews](#) [Subscriptions](#)
[Feedback](#) [Colophon/Info](#) [Special Area](#) [Publishing](#) [Advertise!](#)



Text Advertisement: [Presenting MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation



October 1999 | | Volume 03, Issue 05

We're Now Online

Well we did it. Apple Wizards is now a fully-online publication. As you can see, we've tried very hard to preserve the look of Apple Wizards. We've used a mix of Cascading Style Sheets (CSS) and some other web "stuff." For your ease-of-operation, we've even included a form/menu-based navigation system. The menu above every title graphic is designed to take you from page to page quickly.

We've removed some of the old issues from our website - not because we're running out of space, but because we didn't see much need in keeping them around. We will also keep our new issues listed and online, for at least one year. If you want an older issue, I'll be happy to send you one. Just email me at erik@apple wizards.net and I'll reply with the issue in a tidy little package of binhex. If requests become common, we'll put them back up on the website... We're playing this by ear right now, so help us out. :)

I really haven't got much to say, unlike most other months. I'm exhausted. We converted last month's issue to "web format" (see it [here](#)) **and** this month's issue. So... Apple Wizards staffers pulled double-duty and we're all tired. Plus, I ran out of Coke about three days ago and have yet to go to the store... today I will, I swear it! What a month! At least we are already seeing the benefits of the HTML format. Articles load more quickly than it took to download an entire issue. People can link directly to an article or review. The time spent "compiling" the issue was cut in half. Great!

But what do you think? Please visit [the feedback page](#) to let us know what you think. As you can see in our new reader email column, [Connect](#), not all of our readers are happy about the move.



Last month I asked for the funniest caption to the picture you see above. Well, here is what we chose:

"After 2 hours, Ron realizes that this is not the location of the Macworld Expo."

Thanks to **Kosta Deligiannidis** for that bit-o-humor and thanks to all that entered. If Kosta would email us, he can collect his winnings...

Oh, and just to show that Ron isn't the only Apple Wizards staffer to partake of the occasional pub, here is a cute picture of the new Connect columnist, Dennis Field. Goodbye until next month, folks, and thanks for reading.





APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards

Win an Apple iBook from

AuctionMac.com

...the best in Mac-only auctions.

[\(click here\)](#)

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisement: [We have your audience!](#) Apple Wizards readers are "Internet-using Mac Lovers" - just the people you want to target. Advertise with us!

Issue Navigation



October 1999 | | Volume 03, Issue 05

Thank you for taking the time to read Apple Wizards, **Volume 3, Issue 05**. We sincerely hope that you enjoyed it. Each month, Apple Wizards is published online and is created with BBEdit and some other tools. We use Cascading Style Sheets (CSS) to maintain a "print-like" look.

Apple Wizards is an independent magazine and is not affiliated with Apple Computer, Inc. or any other company. Apple, the Apple logo, PowerMac, Mac, G3, G4, iBook, iMac, and Macintosh are registered trademarks of Apple Computer, Inc. and all other trademarks remain the property of the appropriate company.



Distribution

Apple Wizards is distributed via our website for anyone with an Internet connection to view, free of charge. Articles may be "saved" for personal use, but any reproduction or duplication of any articles is expressly prohibited. We do allow reprints, and we simply ask that you contact the Editor in Chief at erik@applewizards.net to inquire. Thank you.

Previous issues of Apple Wizards, in our non-Web DOCMaker/PDF dual format, were distributed through email subscriptions, website downloads, friend-to-friend, CD-ROM, MUG distribution, and alternate site downloads.

As of 01 March 1999, Apple Wizards has a readership of over 1,000,000.



Free Subscriptions

Apple Wizards is a free e-zine. If you would like to subscribe - again, for FREE - just visit our ultra-easy online forms at <http://applewizards.net/subscriptions.shtml>. To change addresses, simply unsubscribe the old one and resubscribe at the new email address. Thanks!

Company subscriptions - still free - can be worked out as well. Contact Apple Wizards PR/Business Director Daria Aikens at daria@applewizards.net for more details.

Note: No information is sold or otherwise given to other organizations. Our subscription lists are completely confidential. We do not store subscribers names in our subscription database.



Review Policy

Apple Wizards has no set policy for accepting review material. We tend to play it by ear. If you would like Apple Wizards to review any software or hardware that you or your company may have, please contact our PR/Business Director, Daria Aikens, at daria@applewizards.net. We evaluate each review request individually.

Additionally, companies interested in learning about Apple Wizards, our readers, and other information should consult our Press/Information Pages at <http://applewizards.net/press/> or our advertising pages at <http://applewizards.net/advertise.shtml>.



The Best Disclaimer Ever!

All information in Apple Wizards is correct to the best of our seemingly limitless knowledge. However, we make no absolute guarantees or promises. The opinions expressed herein are not necessarily the opinions of the entire Apple Wizards staff - only those of the writer. Any and all material published in Apple Wizards is copyright (©) 1997, 1998, 1999 Apple Wizards and may not be published elsewhere without our prior express-written consent.



Staff



Editor in Chief / Webmaster

Erik J. Barzeski
erik@applewizards.net

I am an avid Cherry Coke drinker. I get too busy. When I'm not burning CDs, working on

Apple Wizards, writing reviews for MacAddict, or otherwise using my G3, I'm usually playing some sport or another or designing a website for someone. I've been an Apple fan since I first played Oregon Trail on my family's Apple IIe. Too bad little Billy Gates always died by the time we got to Blue Ridge Run...

I enjoy working on Apple Wizards because I have a serious distaste for free time and society in general. <GRIN>



PR / Business Director

Daria Aikens

daria@applewizards.net

I am a 22-year-old graduate of the University of Florida who is sick and tired of the inconsistency of the Gator Football program. But hey, at least I'm not a Seminole! When I'm not webmastering in front of my souped-up Performa 6400 or fighting over the iMac with my boyfriend, I can be found rehearsing and choreographing for dance companies or working at a local, regional ISP. Apple: If you are looking for anyone to choreograph a dance piece for next year's "Apple Road Show," I'm available!

My work at Apple Wizards is dedicated to the memory of my Apple IIe and beloved Macintosh Classic.



Columnists and General Staff

Pete Burkindine - Reviews

pete@applewizards.net

An Apple/Mac lover since 1986 (remember Lemonade Stand?), I am a Web designer, Mac consultant, and freelance humorist. I'm starting college all over again in Fall '99; a second-year freshman studying philosophy, music and computer science at Drury College in Springfield, MO. I want to be a leech on society when I grow up!

I write for Apple Wizards because I just can't say no to Erik (he's so cute!). I hope you all enjoy my columns otherwise I will be deeply and emotionally wounded and go sulk.

Craig Cox - The CoxFiles

craig@applewizards.net

I am a logistics information systems manager for the US Government. When I'm not battling the takeover of the government by Bill Gates, I'm playing with my daughters, swimming, reading, or trying to keep the "money pit" from collapsing in around us.

Apple Wizards looked like a cool bunch of folks with the same general philosophy of combating banality and enjoying the finer things in life - like Macs.

David Doonan - Archival, DOCMaker, PDF

david@applewizards.net

I have been involved in the graphic arts since 1972, primarily as a photographer and offset printer. Seven years ago, I escaped with my wife and two sons from Trenton, New Jersey to the rural countryside of upstate New York. The most important thing about computing is the spread of knowledge and the potential for individual empowerment. Today's desktop has become every man's printing press.

Life has become a never-ending struggle to learn faster than my sons.

Dennis Field - Connect

connect@applewizards.net

A Brit transplant to Canada, I used to be a High School teacher of Physics, Chemistry, Math, and suchlike. I wrote some books, which was fun and made some money. I was also active in the Teachers' Union, which wasn't always fun and made no money at all. Now, thanks to a combination of these activities, a pension fund that did well in the market, and a government which wants to get rid of people like me in order to replace them with younger, cheaper versions, I've retired to a life of smelling the coffee in the morning and the beer in the afternoon and the evening.

Everyone's out to get us paranoids.

Ron W. Freeman - Website Watch

ron@applewizards.net

Born in the greatest decade known to man - the 1980's (what else!?) - I have progressed through various levels of schooling to become a high school graduate. R.E.M. is the band he grew up with, though other favorites include U2 and 10,000 Maniacs. I enjoy spending time learning to play the guitar and working in ice cream parlors.

Apple Wizards to me has a very special place. You know, that place on your back that you can't quite reach no matter how hard you try...

Jeff Frey - Creator Code

jeff@applewizards.net

The one thing every "well-rounded" college student needs is a foreign language. Well, I can answer with the standard "Uh, yeah, I took German for two years," or, I can answer by saying "I'm proficient in C, C++, Pascal, PowerPlant, Java, HTML, and AppleScript." Usually that gives me the same affect as saying "Ich habe Deutsch studiert." And of course, I'm devoted to the Macintosh...the computing choice of the NeXT (oops, did I hit the shift key too many times?) generation.

My columns for Apple Wizards are meant to encourage experimentation with programming, since everyone knows that only the Mac OS encourages those same qualities in every user.

Brent Hecht - Medicine Man

brent@applewizards.net

I am rather new at this writing stuff. I currently author articles for Mac OS Daily and 32 Bits Online when not hard at work for Apple Wizards. Contact me at the email address above to ask a question, comment or just to talk to someone!

"If someone gives you lined paper, write the other way." - Fahrenheit 451

Aaron Linville - Shop Talk

aaron@applewizards.net

I am a 19-year-old college student majoring in Computer Science. I am an experienced consultant with a CNA license. I have used almost every operating system ever made and I always keep coming back to the Mac OS.

The mind is the most imaginative, creative, and powerful thing in the universe. Why waste your energy using any other tool besides the Mac OS, the best tool to harness that energy?

Marc Messer - Game Reviews

marc@applewizards.net

I'm a 22-year-old-senior at the University of Florida studying Computer Science through the college of business. When I'm not on my 6500, Gustav, I'm doing such useless time consuming things like sleeping, eating, and occasionally going to class. I'm forever struggling with Java and nothing ever compiles. Other than that, I like to watch UF sports and listen to hardcore, ska, and hardcore ska music.

I love to play with PCs! I especially love to play with the autoexec.bat. But for some reason, no one will let a Mac user play with their PC.

Rudi Muiznieks - HTML Toolbox

rudi@applewizards.net

I'm a pure Canadian, born and raised. I'm currently majoring in computer science here at the University of Calgary. When I'm not skipping lectures to sleep in, I'm probably skipping lectures for some other reason. My main source of income is designing web pages and shareware. Email me if you have any topics you would like to see covered in my column here at Apple Wizards.

Where there once was a hole in my soul, there now lies Apple Wizards. Oh well, beggars can't be choosers...

Morgan Williams - Feature Articles

morgan@applewizards.net

A philosophy major at Southern "Harvard" University, I strongly believe that the counter-intuitive behavior of Windows is a direct affront to our very rational nature - and thus, at a very primitive level, we naturally find it insulting. I am new to Apple Wizards, which is quite cool, and hope either to do tech writing or design levels for Bungie Software. Also, if I don't kick your butt at Myth, it'll be darn close ;)

These days, money talks and information is subject to change.

Robert Zimmerman - Macintalk

robert@applewizards.net

I am a 19-year-old student at Karl-Franzens-University in Graz, Austria. Addicted to my two Macs and caffeine, I try to keep my webpages up to date and even spend some time on bungie.net. Whenever I don't have to struggle to pay my phone bill, I seek interesting people for my Macintalk column.

I work with Macs because PCs don't like me: Every time I work on one, it turns blue and rejects input from me.

Next Issue...

Volume 3, Issue 06 is scheduled to be released 05 November 1999, on our website. Visit <http://applewizards.net/> at that time for our first online issue!



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999

Apple Wizards

the professional seamless texture tool



Download TextureMagic now!

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



Text Advertisement: TextureMagic is a tool for creating and manipulating seamless textures. [Download your copy of TextureMagic now!](#)

Issue Navigation

Review



RPG for the Mac, Baby. Are you up to it?
Review by Marc Messer

October 1999 | | Volume 03, Issue 05



4.0 stars - 1 Star Poor, 5 Stars Excellent



Title: Cythera

Version: 1.0.3

Publisher: Ambrosia Software

Price: \$25

Contact Info: <http://www.ambrosiasw.com>

Genre: Role Playing Game

ESRB Rating: None

System Requirements: Mac OS 7.6.1; 256 Color Screen, 13" or Greater; 040 or PowerPC recommended. Soundtrack requires QuickTime from Apple Computer.



Just Another Hot Summer Night

There you were, just laying in the heat and humidity of the hot summer night, wishing you could find a way to fall a sleep. After hours of restlessness, pacing, and staring out the window, everything becomes dark. When the darkness recedes and light returns, you are in a strange place: Cythera. The great and powerful Land King, Alaric, has summoned you to save

him and his people. Because you really don't have a choice, you embark on the journey, trying to determine who to help and how. Since you're such a swell guy, everybody wants your help.

[Cythera](#) is a new role playing game from the folks at [Ambrosia Software](#). If you're looking for a game that will have you walking in circles trying to figure out what to do next and you don't mind that you don't get to use a machine gun - ever - this is a game that you will want to explore. A warning, though. This isn't like most of Ambrosia's usual fare - i.e. a modern version of an old arcade game. You won't solve Cythera easily and it's not a game you can pick up for 10 minutes at a time. This game requires skill and dedication and maybe a little less sleep.



Gameplay

Cythera follows the traditional rules of a role-playing game. Everything is turn-based so you need not worry about pausing the game or panicking at the first sight of a ruffian heading your way. Most of the game's story centers around your dialogue with others and the things you read. Luckily for you, the game allows you to write down things that you find important as well as organize them. This written log is very important as this is one of those RPGs where the characters won't necessarily repeat themselves if you go back to them a second time.

The game screen is covered with windows in an interface that I swear I've seen with Kaleidoscope. The main game window takes up the largest piece but can only be expanded to about 500 pixels in width - not great if you are using a high resolution or use multiple monitors and don't mind devoting a lot more space to that portion of the game. The Journal and To Do list, which is automatically updated for you, are hide-away windows which can be snapped down out of the way (like an OS 8 window tab) or pulled out to show all of their contents.

Overall, the interface is fairly complex but easy to learn, especially if you're familiar with the RPG genre. The first picture below is a screen shot of the overall interface, taken at 1024 x 768 but shrunk to 512 x 384. Items can overlap and move as you see fit. The second picture is a screenshot of a dialog. Pretty standard.



Controls

Cythera is, for the most part, a mouse-driven game. Commands are completed by either clicking or control-clicking on the screen. If you're familiar with contextual menus, you'll understand how to operate this game. Control-clicking or just clicking and holding on a villager gives you the option to talk to them, attack them, etc. For general movement, you can

choose between using the arrow keys on your keyboard or by clicking and dragging your character to the destination.



Graphics and Sound

The graphics in Cythera can best be described as simple. In an effort to keep the minimum requirements as low as possible, Ambrosia minimized the animation and flare in favor of an overall good interface and interesting story. As you can see by the screenshot above, the interface is complex. Some more showy features may distract the first-time user and make it more difficult to learn. Overall, the graphics are adequate and do a good job of creating the atmosphere and drawing you into the story.

I thought that the music was interesting, to say the least. At first it came across as this pipe organ, semi-medieval MIDI thing and I thought that it would get on my nerves. But I found myself humming the tunes a few times when not playing the game. The songs are much like the graphics - adequate to keep the mood without being overbearing or annoying. Ambrosia has managed to produce a game that can run on older Macs as well as newer Macs, a fine accomplishment and virtually unheard of in the gaming world.



Miscellaneous

While the game was designed to run on a wide range of machines, I noticed that even my Power Mac 6500/300 struggled a bit if I left the video in millions of colors. If you are noticing any performance issues, you may want to go ahead and switch to 256 colors. I didn't experience any problems with the game after I made the switch and it properly switched back to millions of colors when exiting the game.

Included with the game is a DOCMaker manual which covers just about every facet of the game. It's nice to have and it's a good read. If you've never played an RPG before, you should read the manual thoroughly when you first get the game.

I believe that Magpie is the medieval version of Yoda. He knows a lot but speaks twisted English in a "help you I must" way. [Let me know](#) what you think.



Conclusion

Part of the beauty of Cythera is that you can give it a try without taking a chance at wasting money. Ambrosia releases all of their software as shareware and allows you to try the game before you buy it. If you have a more powerful machine, you may be more interested in playing a more graphically intensive game to take advantage of your system's power. Still, this program is great for those of you itching to try something new but don't have a new system. Cythera has earned 4 stars for its interesting story and low system requirements. It can be downloaded from Ambrosia Software at the [Cythera Website](#).



Marc Messer

marc@applewizards.net



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards

APPLE WIZARDS

-  Home  Current Issue  Previous Issues  Mini-Reviews  Subscriptions
 Feedback  Colophon/Info  Special Area  Publishing  Advertise!



Text Advertisement: TextureMagic is a tool for creating and manipulating seamless textures.
[Download your copy of TextureMagic now!](#)

Issue Navigation

Review

Ack! A virus!
Drats! Damaged
b-trees!

What's a lonely
Mac user to do?

Norton it.



Review by Pete Burkindine

October 1999 | | Volume 03, Issue 05



4.0 stars - 1 Star Poor, 5 Stars Excellent



Title: Norton Utilities

Version: 5.0

Publisher: Symantec Corporation

Price: \$99.95

Upgrade: \$49.95

Demo: 30-Day Trial Version

Contact Info: http://www.symantec.com/nu/nu_mac/

Genre: Disk Utility Suite

System Requirements: PowerPC, Mac OS 8.0 or later (8.5 or later for LiveRepair functionality), 24 MB RAM, 16 MB hard disk, CD-ROM drive, Modem or internet connection for LiveUpdate



4.5 stars - 1 Star Poor, 5 Stars Excellent



Title: Norton AntiVirus

Version: 6.0

Publisher: Symantec Corporation

Price: \$69.95

Upgrade: \$29.95 from any version of Norton AntiVirus, Norton Utilities, Virex or other competing anti-virus product.

Demo: 30-Day Trial Version

Contact Info: http://www.symantec.com/nav/nav_mac/

Genre: Anti-virus Software

System Requirements: PowerPC, Mac OS 8.0 or later, 24 MB RAM, 10 MB hard disk, CD-ROM drive, Modem or internet connection for LiveUpdate



The Self-Help Section

Every computer owner, no matter how expert, is humbled every so often by something they just can't fix on their own. A file that won't open, erratic crashes, a disk that won't mount. No matter how long you've been using computers, you will react with predictably idiotic terror and confusion when you realize you just don't know how to fix something. That's why maintenance and repair utilities were invented.

The main player in disk maintenance has been Norton Utilities since time immemorial. Its easy-to-use interface and broad selection of tools has pretty much always been the standard by which its few competitors are measured. [Tech Tool Pro](#) tried to expand on Norton's feature set and ended up with a complicated and unstable problem child, while the developers at Symantec just kept quietly writing code. The newest release, Norton Utilities 5 for Mac OS (NUM), offers several improvements to version 4.0 that warrant a close look from previous users and make it an even **better** buy for those who need a disk utility.

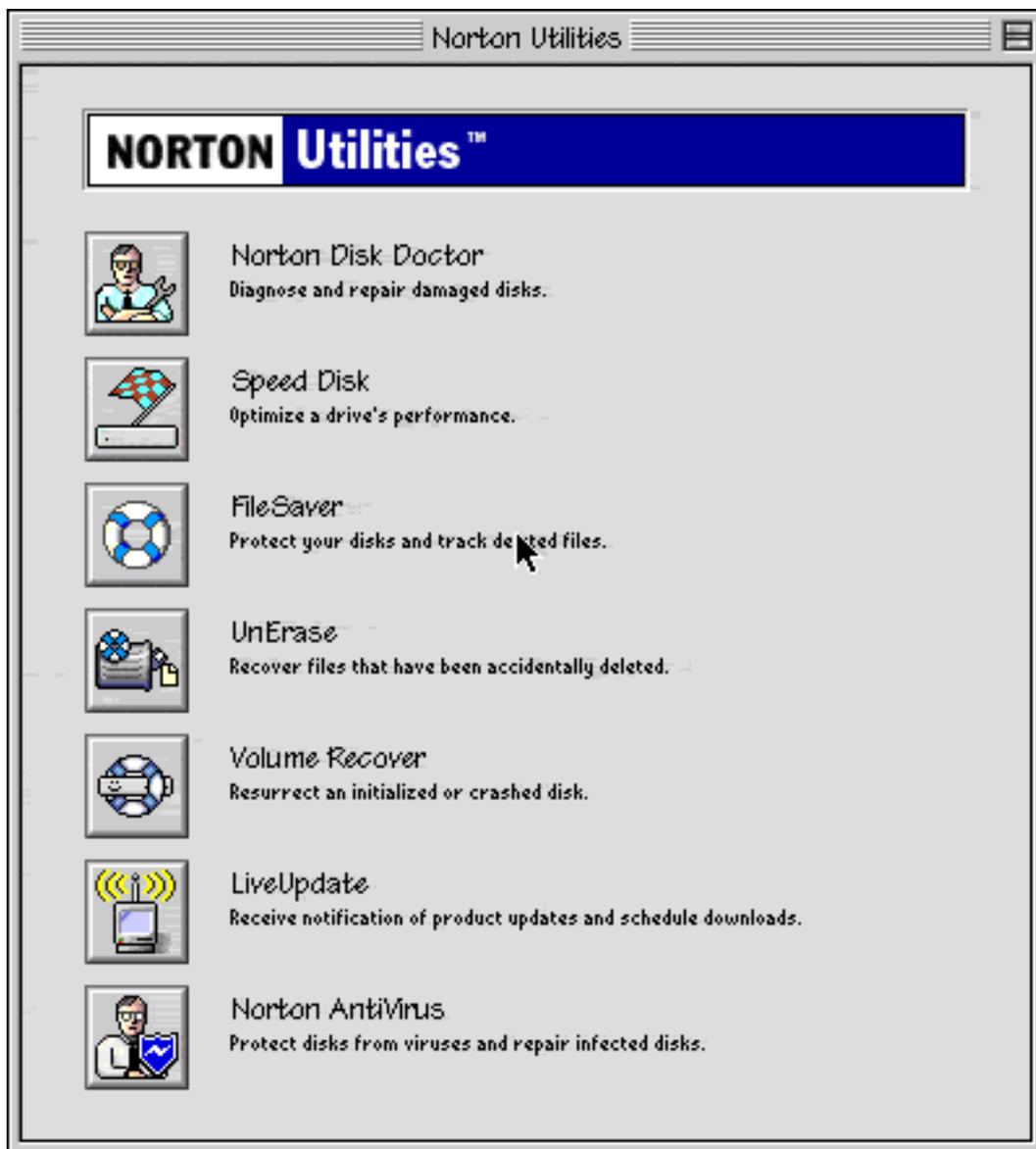
If the yin of proper Mac maintenance is hard drive repair, the yang is virus protection. Two very similar products compete for the Mac user's antiviral business: [Virex](#), which is now distributed by McAfee, and Symantec's Norton AntiVirus (NAV). The new release, NAV 6, tries to take the lead in this tight contest. Personally, I miss Disinfectant...



Something Old, Something New

Like a lot of other companies in the shrink-wrapped, physical-product driven world of commercially successful software, Symantec is beginning to fall into the bad habit of releasing full-unit upgrades that really ought to be 0.5 releases. A new feature, or even two, does not a full version make. New versions are supposed to indicate the sort of sweeping change you see from Mac OS 6.0 to 7.0, or 7.0 to 8.0. Version inflation is really annoying to consumers who recognize the need to keep up to date. However the folks at software companies know they can't expect to sell version 4.5. The bottom line always wins. As a journalist - ahem - with bills to pay and a sense of justice, I'm taking a stand. Software companies, you are being shortsighted. Sure, you'll sell your projected number of copies with each "new" version, but in a few years, your buyers will be even more techno-savvy than they are now. Your new versions will be widely pirated, your customer loyalty will disappear, and shareware authors will swallow you alive. That said...

Both of Norton's new products do have a few new features. First, NAV has been integrated into NUM. You can easily launch it from the Norton Utilities main screen:



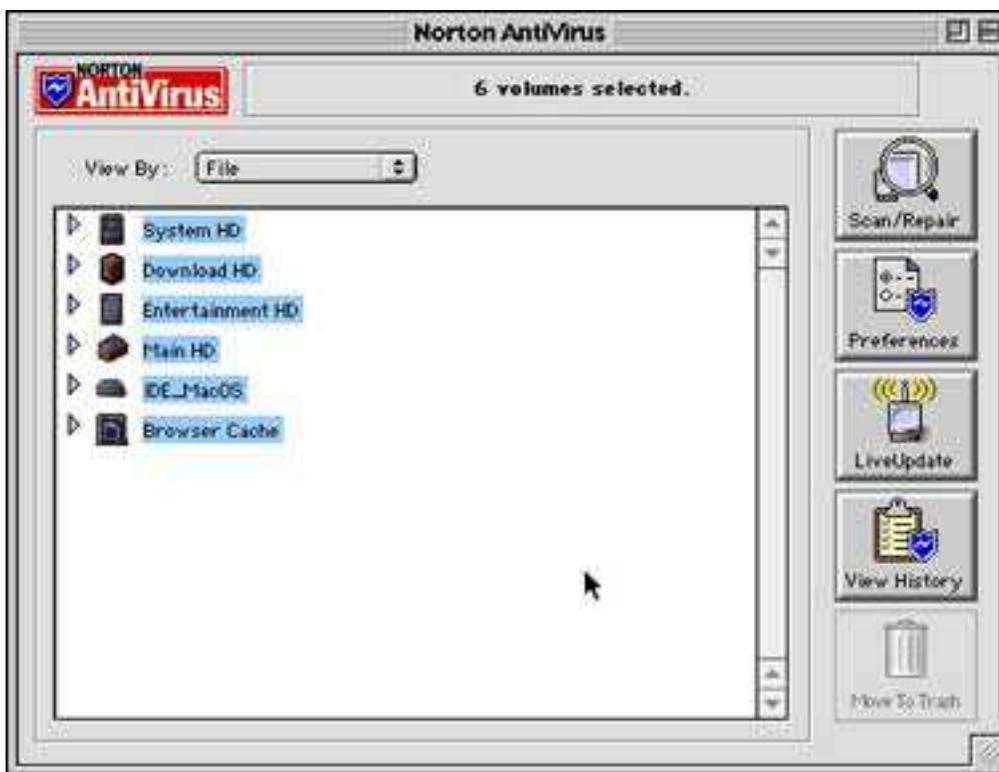
Another new feature launched from the main screen is LiveUpdate, a tool that updates your virus definitions and checks for new versions of utilities. It can be scheduled to run periodically (say, every Monday at 3:00 am) to keep your virus definitions up to date and automatically install bug fixes for any of the utilities. With NAV, this makes two tools with schedulers - maybe the next release will finally allow Speed Disk and Disk Doctor to be scheduled.

There are a few other new features in NUM:

- LiveRepair - Disk Doctor can fix the startup disk at last.
- Undo repairs made in Disk Doctor
- B-Tree optimization in Speed Disk makes your disks even faster
- Firewire and USB support

The best of the lot is LiveRepair, which means a lot less restarting when your disks are damaged. Unfortunately, that functionality hasn't been extended to Speed Disk. You still can't defragment your startup disk or the disk with the application on it.

NAV 6 is a much more impressive upgrade and it really does warrant the new version number. It features a new interface to reflect its integration into NUM (click for a full-size picture):



It's also significantly faster than previous versions. In my testing, I found that NAV can scan a disk in pretty much exactly the same time as Virex 5.9.1 (1:25 for my 400 MB System partition - 3,135 files scanned with compression scanning off), and its subsequent scans are a little faster (about 3 seconds on the same partition, versus about 5 seconds in Virex). The test machine was my beige G3/300 with 192 MB of RAM.

A few other new features in NAV:

- An improved AutoProtect feature is tougher on macro viruses and absolutely bulletproofs the NAV application.
- Better protection against unknown viruses.
- Automatically fixes the destruction caused by the AutoStart worm.



Tool by Tool

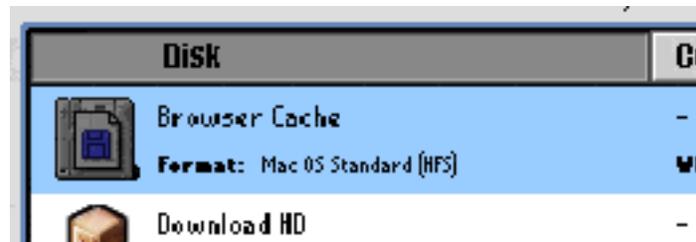
The amalgamated Norton suite is a powerful and diverse set of tools to fix and maintain your Mac. Let's have a look at the tools.

Disk Doctor

Disk Doctor is the cornerstone of Norton Utilities. It's a powerful and sophisticated disk repair program that can fix everything from missing icons to unmountable disks. Running it regularly is an essential part of any worthwhile maintenance schedule. Nothing much is new in NUM 5's Disk Doctor, but the main new feature is a good one: LiveRepair allows you to fix your startup partition. This means you shouldn't have to boot from the NUM CD unless your disk is really fried. As in version 4, Disk Doctor is multithreaded - it works on checking the file structure and the disk surface at the same time,



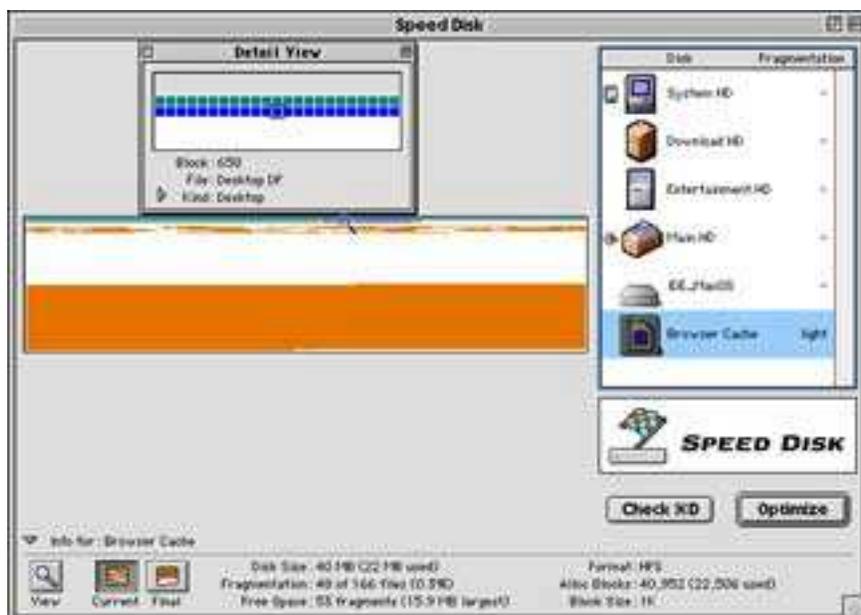
for instance. That means faster scans, and that's still a good thing. The image at right shows a multi-threaded scan in action (click to enlarge it). Below is a picture of an annoying bug that infests the suite: Norton assumes that everyone uses Geneva as their list views font, and Symantec uses your views font throughout the suite. I use a font called [Jittlov](#), a bitmap font, only has 9- and 18-point sizes, and doesn't look good at 12 points. Other fonts run off the end of the viewable area. It's ugly and it cheapens the look of the software. Symantec claims that it's necessary to ease exporting their products to foreign countries, but I don't recall seeing this problem in **other** software packages... Norton would do better specifying Geneva themselves.



Does Disk Doctor work? Mostly, yes. It can fix a lot of problems with your disks and, if you run it once a month or so, you'll likely avoid serious problems altogether. However, when something is seriously wrong, Disk Doctor is not always able to do anything for you. I conveniently had a serious problem with my small internal IDE drive around the time I got NUM 5 and was delighted - jaded jerk that I am - when NUM couldn't do anything for me. [Alsoft's](#) Disk Warrior was able to repair the damage and the disk is working as well as ever now.

Speed Disk

My favorite NUM tool has always been Speed Disk. I love to run it - it's anaesthesia for the obsessive-compulsive nerd in me. Every time I launch it and see the pretty color picture of my scattered data, I have a happy little hissy fit about the time I'm wasting using such a fragmented drive. It's also substantially the same as version 4.0, but now optimizes your B-Tree. Don't worry, you don't need to know what that means. It's nothing painful - it just makes your disks that much faster. Defragmenting your hard drive - moving all parts of a file to one area of a drive and collecting like files on different parts of the drive - is another essential part of proper disk maintenance that everyone should do at least once a month. I really wish Speed Disk could be scheduled, as Defrag.exe can be in Windows, and I wish even more that it could run on the startup disk (as Defrag.exe can). How about it, Symantec? These features are long overdue! (Click to enlarge the below picture.)



File Saver

File Saver is a smart prevention tool that takes care of your disks for you and safeguards you in case of an emergency. It works via a control panel that can be customized to match your needs. It keeps track of what files are on each of your disks and can also do a quick scan for

drive problems. I leave it set to scan at shut down and when I've been idle for 30 minutes. Its output is used by both the Volume Recover and UnErase tools to salvage your files and disks. It's a good idea to keep it running, but it also makes your shutdown time quite a bit longer - as much as a minute for each large disk.

UnErase

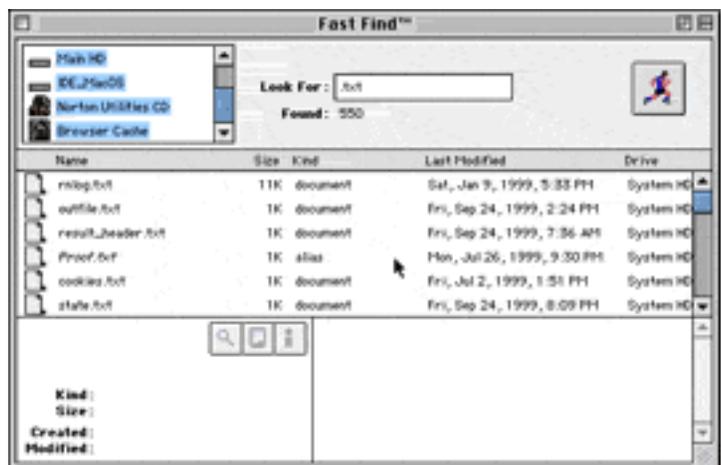
UnErase is a small utility that keeps track of deleted files. If you've ever thrown something away by accident, you can see why this would be useful. I rarely use it, but I'm always glad it's there when I do. As long as you let File Saver keep track of your disks, it works absolutely perfectly.

System Info

System Info is a benchmarking tool that works a lot like Ziff-Davis' [MacBench](#). It tests your hardware's speed and compares it to various standards so you can boast to your friends. My G3/300, for instance, is 768 times faster than a Mac Plus. Eat that, Mac Plus users! The graphics tests are funny and psychedelic enough that I run them just for the heck of it when I'm really bored.

Fast Find

There was a time when I felt like Fast Find was kind of a waste of space. The Find File utility that came with the Mac OS was more configurable and not any slower. In past installations of NUM, I've thrown it away without a second thought. However, we have entered the age of Sherlock (and Sherlock 2, when Mac OS 9 is released). Sherlock is a great tool that allows for more sophisticated searching than is possible with Find File, but it's also a lot slower. It opens slowly, and if you leave it set to a different tab (like Find by Context) you have to wait for it to open, switch to the proper tab, click in a box and then finally type in what you want to find. Sherlock 2 will have an even slower interface, with unlimited tabs and animation slowing access to the find box even more. The actual search times are pretty similar - the search below took about 3 seconds in Fast Find, versus about 5 in Sherlock - but you do save time in the long run with Fast Find's interface. (Click to enlarge the picture at right.)



Fast Find also features powerful sorting options - you can sort by name, size, date, kind, type, creator, modification date, or drive. Sherlock only has name, size, kind, and date modified. Fast Find also has three useful buttons (in the lower left corner, as you can see above). The first one previews the file - useful for text files, but it works on all files if you like looking at screens upon screens full of garbage. The second reveals the file in the finder, a feature which is more useful than Sherlock's method because it opens the enclosing folder **and** highlights the file. Sherlock's method can be pretty much useless - you open the enclosing folder, but, if the enclosing folder has 934 items with similar names, you haven't really found the file yet. The third button is the best - it shows the file's info and also allows you to edit the file's attributes (file type, creator, invisible, stationary pad, and more) and icon from within the Fast Find application. In general, I think Fast Find makes a very good replacement for Sherlock if you just want to search your files and leave the internet searches up to your browser.

Volume Recover

Volume Recover is a "Oh my gosh, what did I do?" utility. You use it when you accidentally clicked "Erase Disk" on one of your drives and then clicked OK. It uses File Saver information for your drives to build a new directory based on what your drive looked like the last time it was scanned. The process doesn't always work. It can't recover files that were added since the last File Saver scan and it can't do anything for a disk that's been formatted (with Drive Setup, for example). I gave it a shot on my small IDE drive by first erasing the drive, and then running Volume Recover on it. It found information from a scan it had run two hours prior, restored it and, after a restart, all my info was back.

DiskLight

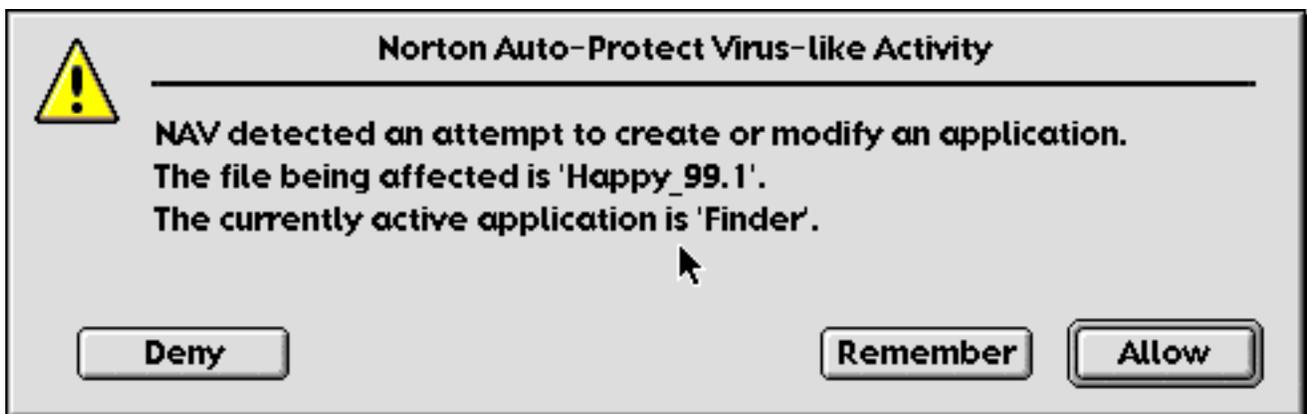
DiskLight is the software version of those little disk activity lights a lot of PC's have. It puts a little icon in your menu bar to show when your disks are reading and writing. It works just fine, but my disks are loud enough that it's not all that useful. It might be useful if you had really quiet drives or if you access your Mac remotely with Timbuktu. Still, for most people it's just a little visual confirmation of what they are hearing.

Disk Editor and Disk Editor +

Disk Editor is the dark horse of NUM. It's not installed with the other tools and it has no button in the utilities manager. It's not supported by Symantec. It's hidden on the CD in a folder called Tech Support Tools and it comes with a disclaimer and warning so dire I'm frightened to even review it. Why all the secrecy? It's because Disk Editor does not have the newbie-safe, bulletproof veneer of the other tools. It is a hex editor, so you probably won't recognize anything it does unless you're a programmer. Norton recommends only using Disk Editor while you're on the phone with a tech support representative and I'm going with that advice.

AntiVirus

The last tool in the set is NAV. NAV has been substantially redesigned, giving it a look that's quite similar to Disk Doctor. It still has most of the same features - it can protect your system by scanning every file you download and any removable media - floppies, CD's, [Zip](#) disks, etc. It can detect potentially viral activity and stop it before it gets out of hand and it can harass you every time you run an installer to make sure you know you're running an installer. Like File Saver, NAV's protection features have to be treated as a necessary evil for the safety it provides. If you don't keep in mind how valuable your stuff is, you might get really fed up with seeing...



If you let NAV scan your disks once a week using its built in scheduler, you can feel pretty confident your disks won't get infected. I haven't gotten a virus in over a decade because I have always let my virus scanners scan whenever they want. It only takes a few seconds to scan a floppy, and if it keeps me from getting a macro virus from someone else's document, I'm more than happy to lose a few seconds. I like NAV, although I find some of its protection features a bit invasive. If you set it up to scan your downloads and check all your drives every once in a while, it won't get in your way much and should keep your files safe from infection.



Maintenance is So Dull

You know what I'd like to see? I'd like to see a game built into all the tools that you can play while you're defragging, disk-doctoring, or looking for viruses. After a month of running scan after scan with the tools in this set, I'm absolutely sick of watching progress bars. I did get a lot of reading done, so maybe it was a good thing. Still, it would be nice if Norton would add some kind of visual entertainment to keep my short attention span entertained while scans are going on. How about a dancing baby or two? Just kidding...

Overall, I'm giving the tools good grades - not perfect, but good - because the tools are so useful. I don't think NUM 5 is worth the price of the upgrade for previous users, given the small number of new features. Still I recommend it highly to people who don't have a previous version. NAV is a better upgrade - it's not expensive and the new version is really quite a bit better than the previous version. If you don't have an antivirus program, you really should, and NAV is a good one. Consistent virus updates that can be downloaded and installed easily with LiveUpdate, powerful protection features and a good interface make it a smart choice.

I hope Norton will avoid version inflation in future versions of NUM. Still, I'm happy to see the new features, especially Live Repair, and I hope they will keep improving what remains the best disk repair tool money can buy. If you want to try either product, you can download 30-day trial versions of NUM 5 and NAV 6. They may not be perfect, but they're very good software, and you owe it to your machine to give them a look.



Pete Burkindine

pete@apple wizards.net

APPLE WIZARDS
<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@apple wizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@apple wizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999

Apple Wizards

the professional seamless texture tool



Download TextureMagic now!

APPLE WIZARDS

- Home
- Current Issue
- Previous Issues
- Mini-Reviews
- Subscriptions
- Feedback
- Colophon/Info
- Special Area
- Publishing
- Advertise!



Text Advertisement: [Presenting MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation



Review **Net barrier**
Great Wall or Berlin Wall?
by Aaron Linville

Review by Aaron Linville

October 1999 | | Volume 03, Issue 05



4.0 stars - 1 Star Poor, 5 Stars Excellent



Title: NetBarrier

Version: 1.0.1

Publisher: Intego, Inc.

Price: \$75

Contact Info: <http://www.netbarrier.com/>

Genre: Network/Security

System Requirements: PowerPC, Mac OS 7.5.5 or later, 5 MB of hard disk space, 16 MB RAM, CD-ROM drive, 800x600 resolution, an internet connection



Introduction

You love your Mac, don't you? But you leave it connected to the Internet along with a million other computers with no protection? Shame on you! NetBarrier is a product designed to keep out the malicious hackers and crackers who are bent on wreaking havoc with your computer. Well, at least when they're not hacking someone else's computer.

The Mac is inherently immune to being hacked primarily because it doesn't run any network services. Basically, if there is no door, there is no lock to pick. There is no way to log into a Mac and remotely execute commands unless of course you have installed a third party application such as Timbuktu. Even though your Mac is probably not running any services that are susceptible to hacks, your Mac can still be vulnerable to other types of attacks such as denial of service or ping of death attacks.



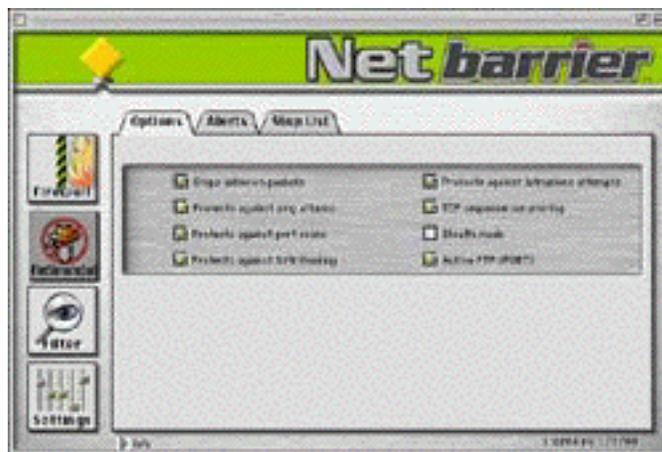
Terms of the Trade

I'll quickly cover some of the terms and topics associated with hacking and NetBarrier. A "ping" is where a computer sends a little bit of information to another computer to determine if it is "there." "Knock knock, anyone home?" During a successful ping, the second computer receives the ping and sends back a reply confirming that it is online. A ping attack or ping flood occurs when hundreds of pings are sent with no regard to whether or not a reply is received. Ping attacks severely degrade the target computer's network performance and possibly slow down or crash the operating system. Ping attacks are usually only effective if they are generated by computers on a high-speed Internet connection. NetBarrier easily blocks these floods and can do assorted forms of reporting and blacklisting of the offending computer.

NetBarrier also protects against SYN flooding. A SYN flood is where a large amount of connection attempts are sent to a receiving computer. Usually a SYN flood packet has a bad return address so when your computer receives the packet it tries to return information to an IP address that doesn't exist. Your computer doesn't know it is a bad address so it will keep the connection open until the connection "times out". A SYN flood is extremely efficient at taking down a computer because the computer generating the SYN flood doesn't need to be on a high-speed network connection.

NetBarrier keeps track of the total number of pings and connections from a particular IP address and, when that number reaches a certain internal limit, it triggers NetBarrier to cut the link to that particular IP. NetBarrier also provides protection from the infamous, yet antiquated, Ping of Death (PoD). The Ping of Death is loosely described as a ping packet that is very large. When the receiving computer receives the large packet it usually chokes on it. The PoD only affects older TCP/IP devices. Apple's Open Transport is unaffected. The feature is still nice because NetBarrier alerts you to the presence of a person who is probably up to no-good.

NetBarrier also allows TCP sequence scrambling and Stealth Mode. TCP sequence scrambling is where outgoing information is cached and the packets are transmitted in a random order. If someone is spying on your outgoing data, TCP sequence scrambling can make it very hard for them to reconstruct the packets into a reusable format. Unfortunately TCP sequence scrambling can affect the performance of some applications and when Stealth Mode is on, your computer will not respond to pings by other computers. What this means is that your computer is invisible to other computers unless you specifically send information to them.



Network "chatter" occurs on many ports. Every network application transfers its information on a particular port, depending on what kind of information it is. For example, http uses port 80, telnet uses 23 and hotline uses 5500 and 5501. A hacker can port scan your computer to get a profile and determine the vulnerabilities. NetBarrier will cut the link to a particular IP if it detects deliberate and organized connection attempts coming from it.

NetBarrier also says it will protect against intrusion attempts. The documentation says that if it detects that a particular computer has tried to login into a service on your computer and has failed due to the wrong password, it will cut the link after so many tries. That's good to know, but not terribly practical on a typical Mac.

Unfortunately, NetBarrier's options are a tad weak. Users can turn on and off features but aren't allowed to modify the internal parameters. The only modifiable variable of NetBarrier is how long a cut link stays cut. Bummer.



Setting It Up

The NetBarrier package contains a single CD in a jewel case. There is nothing else in the box. All of the documentation is on the CD in PDF format. It's good as far as PDFs go, but how well do PDFs go? To install NetBarrier, simply mount the CD, and run the installer, and restart.

NetBarrier is an "install it and forget about it" application. In fact, when I had first installed NetBarrier on my computer, I barely had time to mess around with the settings. I came back after a few hours and I had forgotten about the NetBarrier install. I hadn't been on the computer for more than an hour when a loud horn-like sound erupted. After an hour of fumbling around my computer looking for the offending application that had possessed my computer I finally realized that NetBarrier had detected a ping flood, effectively blocked the attacker and was gleefully attempting to announce the triumph of good over evil to me.

NetBarrier's very much a "set it up and forget about it" piece of software. That is just the way I like it.



Great Wall or Berlin Wall?

The first thing on my agenda was to jump onto <http://www.rootshell.com/> and make sure my goodie bag of "exploits" was up-to-date. NetBarrier was set up to email me and block the IP of an intruder for five minutes when NetBarrier was alerted. I then set off for our University's

big bad hyper-media lab equipped with decked-out Linux workstations.

After performing an attack I would simply check my mail and see if NetBarrier had fired off an email to me describing the attack with the name and origin of the offending IP. NetBarrier never faltered.

NetBarrier also allows for selective filtering. Using the filter feature, you can tell NetBarrier to block a single IP address or block all IP addresses and only allow a single IP address through. You can also opt to block/allow connections based on the destination or receiving ports.

The problem with NetBarrier's implementation of selective filtering is it is very hard to discern which filter is taking precedence. You can create two filters, one to block all data from all ports of a particular IP address and another filter to allow data from a single port of that same IP address. But it will be hard to determine exactly what will happen. While that is a very simplistic situation, once you have a dozen or so filters, it becomes very hard to figure out what will happen in a particular situation which filter will take precedence. NetBarrier needs to implement an easier way for you to simulate a certain situation to see what will happen.

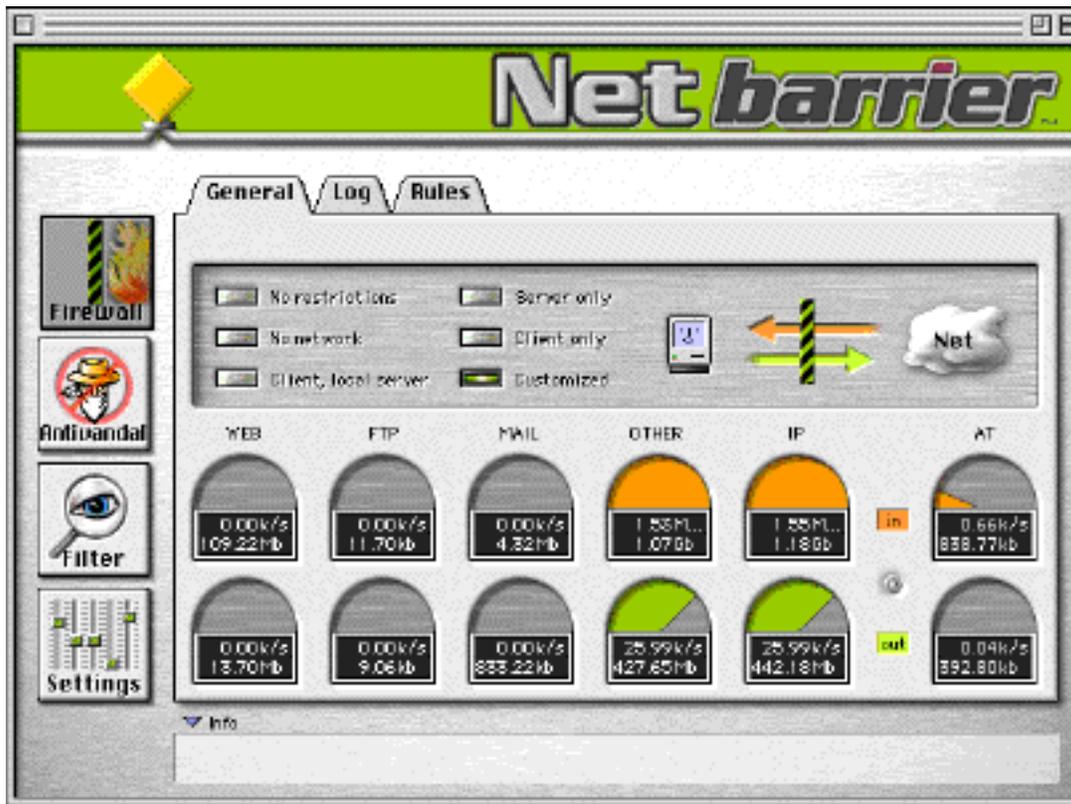
NetBarrier also allows you to prevent certain strings of characters from being transmitted from your computer. You enter a string of characters, like your credit card number, and NetBarrier will examine all the outgoing data and will prevent that string from being sent out by the computer. Although this is a good idea in theory, it doesn't always work. If a string is entered exactly like it is in NetBarrier, NetBarrier will detect it. However if the string is broken down or changed in any way by whatever application you're using, NetBarrier will not detect it. It works well with standard applications like web browsers, but when I first tried this with AOL Instant Messenger, NetBarrier detected it, tried to block it, and sounded the alert. Still the data still went through. AIM is the bane of administrators everywhere because it uses a plethora of techniques to slip through Firewalls.



Overall?

NetBarrier was designed to be an install-and-forget application. In the version I tested, it was not possible to export the log file. NetBarrier's log keeps track of every connection but it is nearly useless because there is no way to search it for anomalies or save it for future reference.

The interface exhibits a bit of overkill. It looks great and it is very colorful, but it's probably gone too far. One nice feature, though, is that instead of using balloon help, you can hold your mouse over something and information pops up at the bottom of the window.



NetBarrier uses a gauge display (see above) for commonly used ports - mail, web, ftp, etc - to tell you how much traffic is currently moving and how much total traffic has moved. The gauges look pretty cool but they serve little purpose. Incidentally, the 1.1 GB of incoming traffic all occurred within a few days. You've got to love high-speed Internet connections!

NetBarrier is a software package that should be in the arsenal of every paranoid schizophrenic. The \$75 price tag is nothing to scoff at, but it is very cheap compared to other software firewall packages. \$75 is pocket change compared to the \$500+ you will spend on a hardware solution. NetBarrier has a few quirks in it, but it is definitely a good buy.



Aaron Linville

aaron@applewizards.net



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards



We carry all System Software from a Mac 128K to the G3's.

YOUR #1 SOURCE FOR ALL YOUR MACINTOSH NEEDS!
www.sunrem.com

[Click here](#)

APPLE WIZARDS

-  Home
-  Current Issue
-  Previous Issues
-  Mini-Reviews
-  Subscriptions
-  Feedback
-  Colophon/Info
-  Special Area
-  Publishing
-  Advertise!



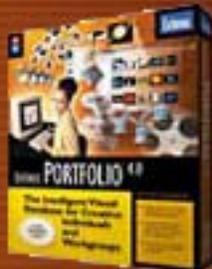
Text Advertisment: [Presenting MACAST](#), the High-Fidelity Audio player for the Macintosh supporting the venerable MP3 format and sporting nifty Visual Plugins.

Issue Navigation

Review

EXTENSIS PORTFOLIO™ 4.0

Just where is
YOUR Portfolio?



Review by Daria Aikens

October 1999 | | Volume 03, Issue 05



4.5 stars - 1 Star Poor, 5 Stars Excellent



Title: Portfolio

Version: 4.1.1

Publisher: Extensis

Price: \$199.95 (special upgrade pricing available at website)

Contact Info: <http://www.extensis.com/>

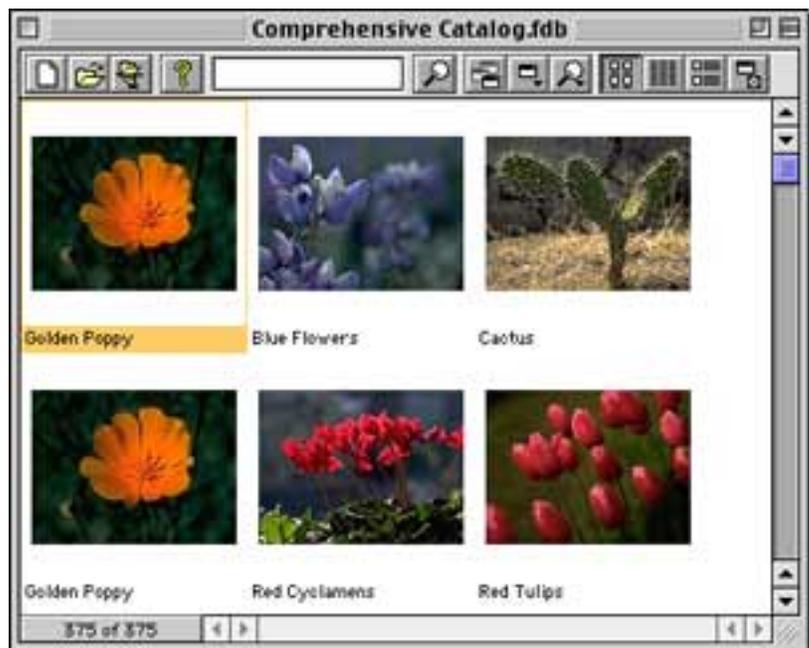
Genre: Media Asset Management

System Requirements: Mac OS 7.5.3 or higher, PowerPC, 32 MB of RAM



Making Order Out of Absolute Madness

For the past few years, I've been keeping track of the media files across my computer systems about as well as Janet Reno keeps track of Chinese spies and trigger-happy FBI agents. Just thinking about the mass of image files spread across my many hard drives, CD-ROMs, and Zip Disks makes my head want to spin. Let's not even talk about movies and sound files! As a web designer, this chaos compounds my stress level and inhibits productivity. Like a light at the end of the tunnel, Portfolio 4.0 has promised to organize this part of my life and enhance productivity - not



just for me, but for anyone who needs to make sense out of my huge media library. Can Portfolio really step up to this challenge? Or will it be delegated to my large pile of unused software?

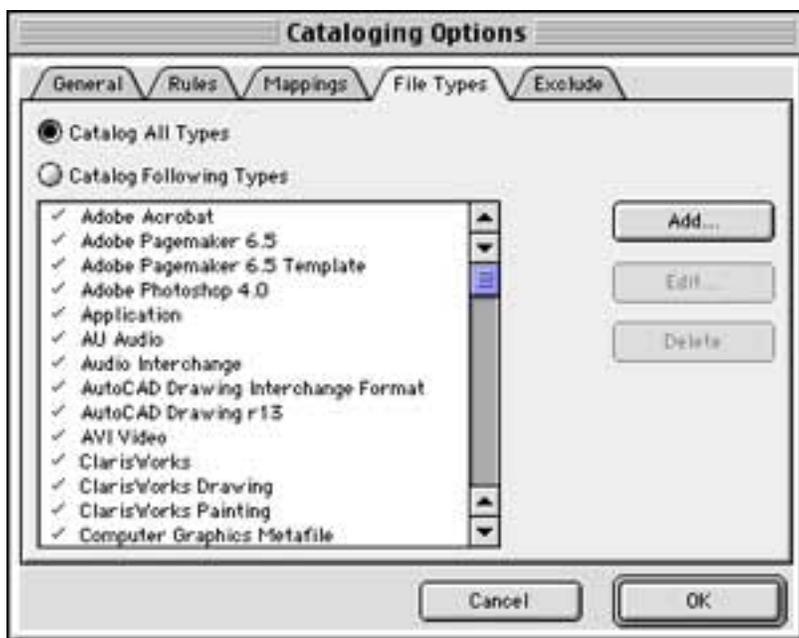
Before we continue any further, I'd like to fill you in on the business direction that Extensis seems to be taking these days. Their corporate name has changed to CreativePro.Com, which also happens to be the name of a [website](#) Extensis launched over the summer that provides tips, tricks and other information for creative professionals. It's nice to see a corporation that's giving something back to the community that feeds it, even if CreativePro is a tad bit of an infomercial for its own and Adobe's products. Nonetheless, it's a good website and an interesting business strategy. Now... Back to the task at hand.



Get Your Act Together



Installing Portfolio 4.0 was a breeze, so I immediately set out to create my first catalog of items without bothering to read any instructions. The first thing you'll notice about Portfolio is the toolbar that sits at the top of every new catalog window. The first four - New Document, Open Document, Open Document From Server, and Help - are pretty self-explanatory, and a cursory examination of the other widgets informed me that it would be possible to customize the display of items in my catalog, sort items, and perform searches from the menu bar. Not a bad array of capabilities for a toolbar with only 13 items.



Faced with an empty catalog, I needed to figure out how to organize my stuff. Too bad Extensis doesn't ship Portfolio with a built-in "do-boy" to arrange your files into a catalog for you and cook up some dinner, but I guess that's too much to ask. With a goal to simplify my life, I decided that I wanted one big comprehensive catalog of my media files. That way I wouldn't have to search through multiple catalog files to find what I needed. Portfolio has no limit as to how many items can populate one catalog so I have no reason to worry about running out of room. To begin

the process, I found a directory of images on my local hard drive and dropped that folder on top of my empty catalog window. Immediately, I am faced with a dialog box, like the one in the screenshot, asking for details about my desired import. With this dialog you can choose which files to exclude from the import, the quality of the thumbnail that Portfolio generates, whether or not to extract keywords from the files and folders, and so on. Pretty much any option imaginable is shoved into the five tabbed panels of the Cataloging Options box. Since I hadn't yet read the manual to determine exactly how to use all of these features, I figured that whatever default settings Extensis provided would be good enough to get the job done.

After hitting "OK," Portfolio imported everything from within the specified folder and its subfolders. It does all of this in short enough order, though it is not instant due to the fact that Portfolio is collecting as much information as possible from each file. Each item cataloged includes a complete record of file size, height, width, creation date, file type, resolution, description, and on and on. When Portfolio is done cataloging, all of your items are displayed with beautiful full-color thumbnails. There is no need to manually save your catalog, as Portfolio does this automatically each time you add an item, much like other database programs.

I repeated my drag and drop dance a few more times, and before too long had just about every media file on my hard drive in the catalog. Wishing to play with some of the advanced organizational features, I had no idea where to start since I'd never worked with a cataloging program before. I also wanted to find a way to import folders without Portfolio archiving useless things - useless to my purposes, but they may not be useless to you! You know, applications, text files, icons, etc. If you let it, Portfolio will archive not just images, sounds, and movies, but also your car, your bedroom, and your boyfriend! Stuck, I realized that I was going to have to pull out the dreaded manual.

Usually, I downgrade products if I have to spend hours with a manual but I'm going to excuse Portfolio for one good reason. This product has so many features and so many ways of doing things that not reading the manual is like wasting your money because you'll never see the potential of this program. Maybe an interface re-design could eliminate this need for a manual but with this many features, re-design would probably lead to a very cluttered appearance. Anyway, I decided to put my catalog away and not come back until I'd read enough of the manual to make this product useful to me. I came back to Portfolio one day later, full of knowledge and my brain swimming with ideas on how to really get my act together. Let me share what I've learned and the experiences I've had with these features.



View Options



Portfolio enables you to customize the way you see your cataloged items. This is like Burger King's **"Have it Your Way!"**, but better and lower in fat. There are three main views: the default view (shown in the screenshot in my first paragraph), the record view (shown at left), and a list view. Each of these views can be customized to

display any number of different fields - file name, file path, size, resolution, etc. - and a thumbnail ranging in size from 32x32 pixels to 256x256 pixels. The ability to sort items according to any of the aforementioned fields is given through the "view" menu. These customization features are all very easy to use and offer more options than you'll likely ever need.



Catalog Options

Catalog	
Find...	⌘F
Find All	⌘*
Replace...	⌘R
Add Items...	⌘E
Update Items	⌘U
Delete Items...	
Cataloging Options...	⌘J
Catalog Properties...	⌘J
Missing Files...	⌘M
Administration...	⌘H
Slideshow	⌘S
Slideshow Options...	⌘S
Access...	⌘B

Portfolio also offers many useful items for maintaining and creating your catalogs. Remember when I said that I got stuck trying to figure out how to force Portfolio to archive certain items but ignore others? Well, it turns out that it is quite easy to do after reading the manual. Once you specify how you want Portfolio to import items into specific catalogs, it remembers those settings for future imports.

Additionally, each catalog you create can be set up with different access privileges, conveniently protecting your files from destruction by co-workers. Passwords can be set at all levels of access.

Let's not forget the Slideshow feature, complete with options to have pictures displayed automatically or manually!



Item Options

Item	
Item Properties...	⌘I
Edit Keywords...	⌘Y
Preview Original...	⌘B
Edit Original...	⌘M
Rotate Thumbnail	▶
Copy Original...	⌘C
Move Original...	⌘Y
Delete Original...	⌘X
Find Original	⌘F
Rename Original...	⌘N
Zoom In	⌘=
Zoom Out	⌘-
Actual Size	⌘`
Fit To Window	

Most important to this program is the ability to manipulate the cataloged items, both within Portfolio and at their physical location. The crown jewel of these options is the functionality of different galleries. Basically, you create and save new collections of items within a catalog. My "Comprehensive Catalog," for example, has numerous saved galleries including Animals, People, Objects, Landscapes, and so on. One item in the catalog can appear in multiple galleries and any catalog can have an unlimited number of galleries. The screenshot below depicts how one can access galleries from the convenient catalog toolbar. Please don't laugh at the pathetic cat drawing visible on the left of the image!



Taking organization just one step further, rapid efficient catalog searches are facilitated through the use of "Item Keywords." Doing a toolbar search for "Diva," for instance, will display any item with the word "Diva" in its list of keywords. Portfolio creates these keywords from the file's name and path, but you can also add keywords to any item. The Master Keyword list makes it easy to have a standard set of keywords throughout your catalog.

I was very impressed by Portfolio's ability to make changes, not only to its records, but to original files. From under the "Item" menu, one can rename, delete, move, or copy the original file. Very useful. This feature alone makes it viable for graphic and media artists to leave Portfolio running at all times and use it as a home base for all media operations. Don't worry about Portfolio eating up system memory because it only uses around 5 MB for a 550-item catalog. That same catalog only takes up around 2.5 MB of disk space! Yeah! Maybe Extensis can teach Microsoft a little something about file size.



Share and Share Nice



Apple Wizards.fdb

In the information age that we are pioneering, it's vitally important to be able to seamlessly exchange files, documents, and archives with other professionals. Luckily, Extensis has the cross-compatibility thing down pat. First, you'll notice when saving files that Portfolio automatically appends an extension, .fdb, onto all catalog files. Users are free to erase this extension, but having it there automatically ensures that us Mac users won't forget to appease the unintelligent, extension-loving Wintel folk. Of course, Extensis has a Windows version of Portfolio and all catalog files are 100% cross-platform.

For those users in a networked environment, you can buy a copy of Portfolio Server which allows more users to access one catalog at the same time. I have not seen this product, however, and my mention of it does not serve as an endorsement.

If your goal is to distribute your Portfolio files on CD to clients or prospective employers, have no fear because Extensis has a free Portfolio Read-Only Browser that you can hand out along with your catalog.

The sharing capability that I'm most excited about is the ability to publish your catalogs in HTML. Simply select the items you'd like exported, choose the HTML Export option and VOILA! Your catalog or gallery is formatted with an HTML text file, with supporting images, that you can easily upload to some Web space. You even have the option of customizing the layout of your HTML catalogs and save those customizations as templates for future HTML exports. This feature is incredibly simple to use and yields impressive results.



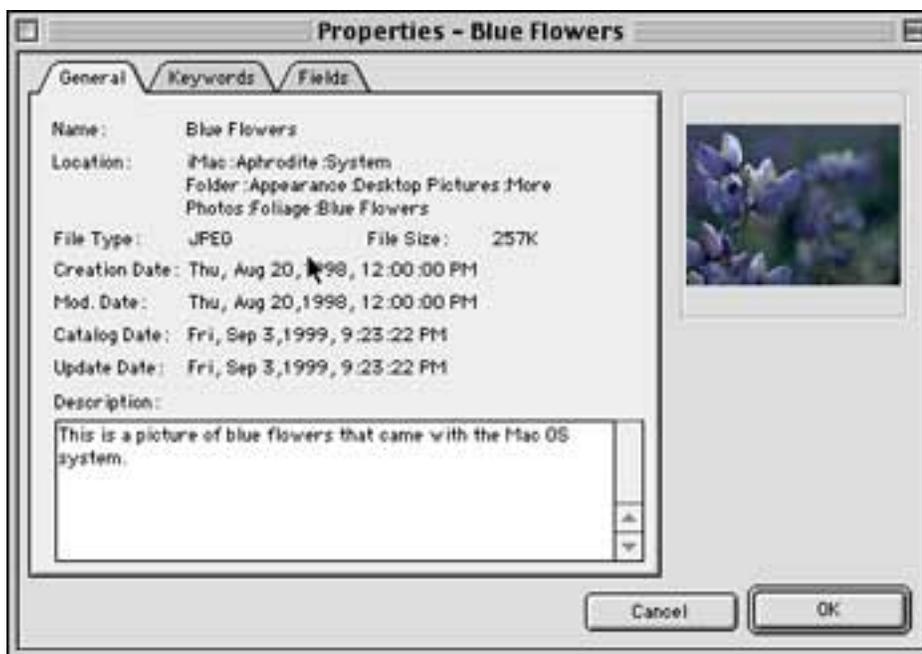
Bugs and Other Annoyances

While evaluating Portfolio, I noticed some issues that should be resolved. First, when displaying a gallery window, there is no clue from the gallery window titlebar or anywhere else as to which gallery you're in. The new gallery window simply restates that you are in a specific catalog and appends the catalog name with a number - for example, Graphic Archive - 2, Graphic Archive - 3, and so on. If you have a lot of gallery windows open at the same time and try to select the gallery window you'd like to choose from the "Window" menu, you'll be hard pressed to figure out exactly which window you really want.

My second, and last, gripe is not related to the core functionality of Portfolio, but to one of the AppleScripts included under the Portfolio "Scripts" menu. One of these scripts is "Set Desktop Picture." "Woohoo!" I thought, "I can even change my desktop picture from within Portfolio!" My glee was quickly diminished when after choosing that option, Portfolio started asking me to locate "Desktop Pictures" on my hard drive. What? Since I'm running Mac OS 8.6 which does not use "Desktop Picture," I tried to pick the Appearance control panel instead. The result? Portfolio nagged me about needing Mac OS 8.0 or higher to use that script. Uh? Way to keep your product up to date, Extensis! Oh well, guess you can't have everything!



Short-Lived or Long-Lived Organization?



Portfolio has turned out to be a very useful tool in my daily travails. Along with my original Comprehensive Catalog, I also decided to make catalogs for Apple Wizards and my Web design business. Since Apple Wizards' move to an online format, I have to work with HTML files as opposed to visual DOCMaker files and Portfolio gives me a way to keep track of and visualize the graphics that I'm working with as I write my articles.

Although this software is extremely complex due to the large array of options that it offers to users, Extensis has done a pretty good job of designing the software in such a way that commonly used items are right at hand. The manual is very clear and helpful, which is good because Portfolio is not as immediately intuitive as say, a browser.

As long as I can keep my Portfolio catalogs up-to-date, I know that Portfolio will not end up in my abandoned software pile. One feature that Portfolio should look into adding, however, is the ability to update from specified folders and drives according to an automated schedule. This would ensure that catalogs never become obsolete and that we all get our \$200 worth out of this product. Corporations who use this product will have an easier time at staying current as they can just delegate this responsibility to an administrative assistant.

At \$200, Portfolio is priced just about right for the target market. This is a professional tool and not a toy. It's my educated conclusion that Extensis Portfolio 4.1 is a sound purchase for anyone with upwards of 200 media files that need to be archived and accessed in a logical and efficient manner on a regular basis.



APPLE WIZARDS

<http://applewizards.net/>



Our Pages:

[Home](#) || [Current Issue](#) || [Previous Issues](#) || [Mini-Reviews](#) || [Subscriptions](#) || [Feedback](#) ||
[Colophon / Info](#) || [Special Area](#) || [Publishing](#) || [Advertise!](#)



Erik J. Barzeski

Editor in Chief/Webmaster

erik@applewizards.net

AIM: iacas ICQ: 8186546

Daria Aikens

PR/Business Director

daria@applewizards.net

AIM: web1diva ICQ: 22825405

© Copyright 1997, 1998, 1999
Apple Wizards
