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N°14

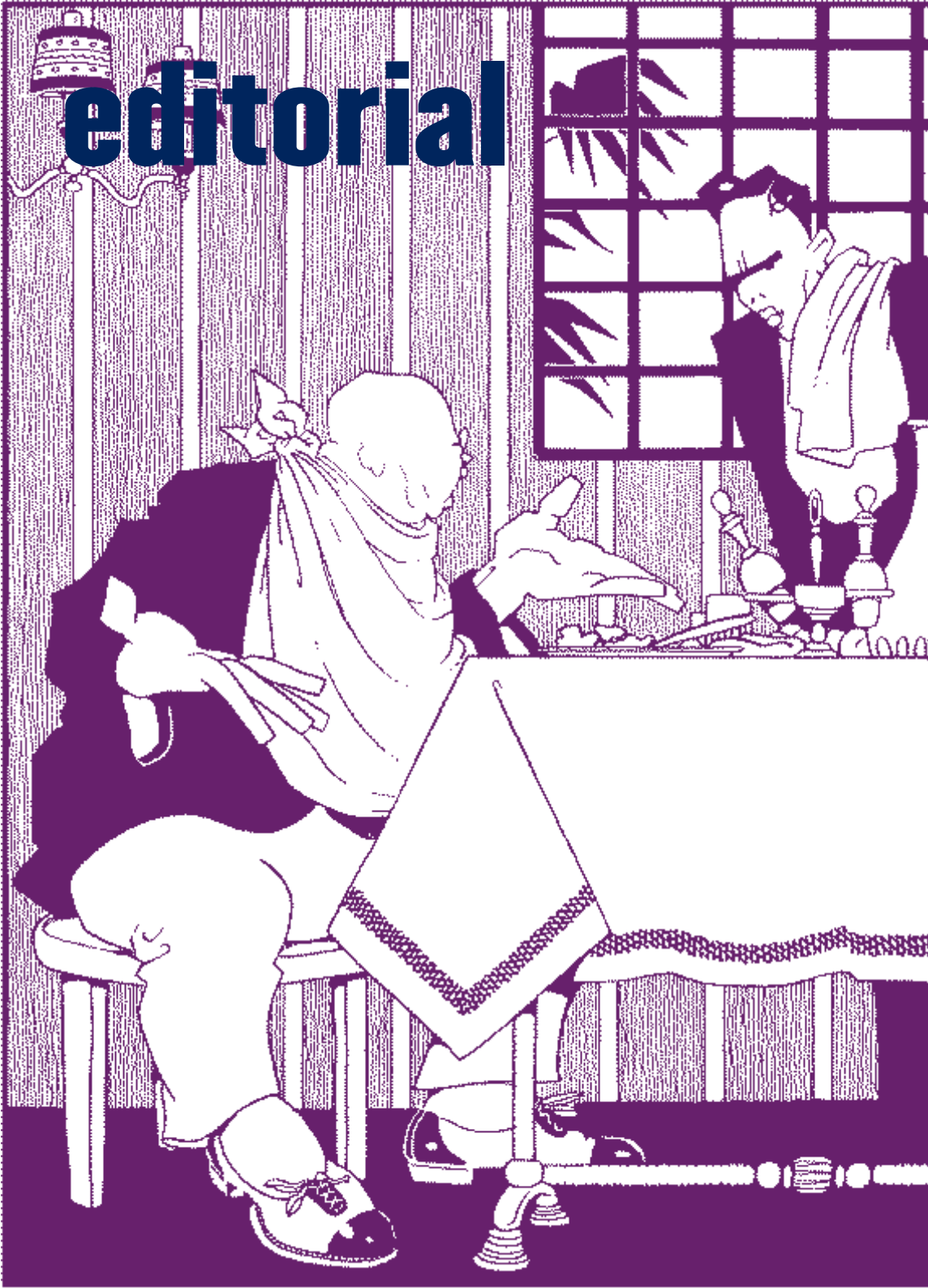
FONTS ISSUE



1984 O L M



editorial



Come and go as you please, but tip the waiter!

As far back as I can remember (in my wise old ways, for a 26 year old) things have always changed as fast as the weather, some things for the best, others not so. This leads me to life online. The Internet is becoming a *very* powerful medium for both free speech (if the politicians keep their noses out) and above all, fast information.

Which nicely takes me to my next strained thought. Wherever you are reading this be it on a bus, plane, train, sitting at home or in the office, please take the time to let us know **WHAT YOU WANT!**

1984 wants to provide information for a wide range of Mac users on an equally diverse range of subjects on our site for FREE. This can only be achieved if YOU, the reader, tells us what you want to see. This month you'll see more new sections on our site and updates on a few popular areas.

- Anti-virus section - stop, prevent and repair that problem you picked up.
- Glossary of both Internet and Mac terms - find out what all those words mean.
- Links section gets a boost.
- Competitions, chat and more!

And next month (or sooner) you'll see an art department section for tips on leading 3D, DTP, drawing and manipulation programs AND Apple script online, one of the Internet's best resources for Apple scripting fans.

There you go, so only one thing left to say,

"Ask and you shall receive." You tell us what you want online and we'll do it.

All the best, hope you enjoy another ezine full of cerebral situation.

Darren Edwards - Editor 1984 OnLine Magazine
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Feeding the Beast

Lee Foster

As Mac users, we all like to hear bad things about Microsoft, be it major bugs in the Windows software or the monopolies action against them in the US.

But who is creating this monopoly? Can it all be down to Microsoft? Can a mere software company force the world to buy Microsoft products? I believe the answer is no. And why? Because the alternatives are being brushed aside.

For proof of this just go into any PC World or Dixons. If you're lucky you'll see the 5 iMacs, but I can bet you only one or two will be running. Usually one will have crashed and the other will just sit there with the desktop on display and a load of crap in the wastebasket. On the other hand, every PC will be running and have fantastic demos to interact with. Why are these stores so anti-Mac? It's almost as if iMacs are set aside for some unusual set of species who can't comprehend life without Microsoft. In my frustration of feeling like the odd one out, I turned (in my case) the other four on, and set Nanosaur and other games running. No sooner had I walked away when sales staff quit the programs and turned off 4 iMacs!

Other parties guilty of feeding the beast are ISP's who only promote Internet Explorer as the default browser, as stupidly enough does Apple. I mentioned to one ISP that I preferred Communicator, why wasn't that supplied? "We prefer I.E. and nobody uses Netscape anymore!" I was informed. Then again, if nobody has the opportunity to use Netscape, how

are they going to know of an alternative?

Imagine a world where Ford Escorts were the default car and anyone wanting to drive the alternative was laughed at. Imagine only having McDonalds and not a Burger King or Wimpy. Imagine only being able to have one internet provider who only gave you access to what they thought best for you! Is this the kind of world Windows people want? Because that's where it's going to go if things continue and they are.

Before long Bill Gates is going to control computers, television, telephones and a whole load other communications media (maybe even blenders?). They will feed us what they want us to see and hear. It's too late to break Microsoft up and I believe there is no point.

The mini Microsofts will still have the same goal in mind – world domination. Only now, the mini Microsofts will not be considered a threat until they too become massive in their own right.

So, I have put blame on the computer stores, ISPs, I blame the government for taking too long, I also point a finger at Mac magazines

who endorse I.E. and not Communicator, and what the hell, I blame Microsoft too for being such a bully when there is absolutely no need to be. For Christ sakes it has 95% of the world's market, why does it need the other 5%?

Finally I blame Apple for having such crap adverts. Who gives a toss if what appears to be multi-coloured portable TV's flying around the screen. Who cares if a bluish telly with a small keyboard looks good turned off and sitting at an angle with some daft message like, "Hello, again". Why are Apple making such stupid adverts? They always have. So what if the Think Different ad won an award. If Apple wants the public to buy their computers, they have to think the same and show them as computers and not colourful televisions. The public want to know why iMacs are better than PC's, that it is, in fact, a proper computer. They want to see that they will play games and run powerful applications easily. They want to see what benefits an iMac will give them, not how will it fit in with the colour scheme of their office etc. Apple should have regular

inspections of stores who stock Macs and see what they're doing to sell them. They should train the staff properly. They should allow stores to stock the colour iMac they want, as shops should know what sells and what doesn't. People could always have a demo on the store model and order the colour they want. Apple will never be big again with their current attitude. We Mac users will always be a minority and always have to defend our choice as a Mac user when a PC user flaps about his wonderful Pentium III system.

I suppose it's ridiculous to say that we should all be able to choose what is right for you without some majority group putting you back down. Why is it so bad to have a choice, the world's big enough surely. But like loyal Mac users, there are loyal Windows users (yes, there are!!) and you should see some of the anti-Mac sites they have put up. Want a good laugh? Stick anti-Macintosh/Apple in to Sherlock and see what I mean.

As long as we offer food, the beast will continue to feed.

Send your paranoid thoughts to:

lee@1984-online.com

The Return of Mac Gaming and Censorship

Thomas Ash

You might be aware that E3, the largest annual computer game industry expo, has just finished. It brought with it a host of encouraging announcements on the Mac front.

Sierra's hit PC first person shooter Half Life, which was released half a year ago to critical acclaim, is coming to the Mac, as are Madden NFL 2000 and Backyard Football. This is good news because the Mac is severely lacking in sports games. Quake II is coming to the Mac soon, as (more significantly) is Quake Arena.

Quake Arena is a symbol of resurgent Mac gaming because it is coming out on the Mac at the same time as on the PC. This has really grabbed PC gamers' attention as we got one of the first public Quake 3 demos (at Apple Expo) and the Quake 3 test was released on Mac first. Woo hoo! Other simultaneous Mac-PC releases announced were Descent 3, the long awaited Diablo II, a Star Trek: Deep Space Nine shooter and, marking a welcome return to the Mac by LucasArts, Star Wars Episode 1: Pod Racer.

Of course, part of the Mac's success in attracting new games developers can be put down to the iMac's market saturation. And of course the Kandy Koloored Tangerine (or Blueberry, Grape, Strawberry or Line) Flake Streamline Baby* has greatly increased the Mac's market share. But Steve Jobs' Apple has gone out of its way to entice games makers. They have vigorously pursued Games Sprockets, introduced OpenGL as the Mac standard for 3D, and wooed big names like id in an attempt to persuade the smaller names to follow them.

Hats off to Steve yet again. The PowerPC is gaining strength too, IBM having just signed a deal with Nintendo to supply 400 MHz chips for their new console. The huge audience Nintendo is sure to sell to will help provide momentum for the PowerPC.

Now, you might have noticed that a lot of these new releases involve hacking people to death, or burning them in their pods, or else shooting them. Games which involve shooting people have come under fire (ha ha) recently, what with the Colorado shootings. Indeed there have even been calls for games like Grand Theft Auto and Quake to be banned. You may have seen the outcry in the newspapers recently about a game called Kingpin. Kingpin, coming out soon on the PC, is set in a criminal world where you beat women to death with lead pipes and swearing is frequent. Funnily enough, while computer game magazines don't object to the violence, they do feel compelled to bleep out the swear words. For the kids, you know.

It is easy to dismiss Jeremy Paxman, who has probably never played a computer

game in his life, when he asks of Grand Theft Auto: "You mean adults actually play these things?" Grand Theft Auto, a very playable and succesful British game,

laws, and those of us who know about computer games should make sure they are not passed. It's the availability of guns, not games, that is the real problem in America.

It's the availability of guns, not games, that is the real problem in America.

has an 18 certificate. Go figure. However, there are many in favour of imposing draconian new censorship

*That's the name of Tom Wolfe's first book, in case you didn't know.



All previous iThink Different columns can be found at www.thomasash.hypermart.net/bnet/list.cgi



Multi-what? 2

Adam (it takes a lot to impress me) Shutes

I guess I'm quite lucky really – I have access to an excellent network connection, which meant I could tune into May's WWDC keynote, realtime, in QT4. Well, there was a slight lag in speech so that you could see our Steve-o smile before the audience was completely in his pocket....

Anyhow, it was a fascinating 90 minutes for sure. OS 8.6 was released – good. They previewed Sonata (OS 9 surely?!) – better. And they briefly drew the curtains back on OS X – best.

I must admit, OS 8.6 is great. I installed it as soon as I could, and had a fiddle. Not a lot new perhaps, but it does seem faster and more stable. OK, so all I see is less bombs, and more 'kindly' suggestions that I should restart soon. But if stability is hitting the return key, then I'll take it.

According to the WWDC, Sonata is a big step towards OS X 'look and feel', yet it'll remain, at heart Mac OS. Down at ID software there will no doubt be much grinding and gnashing of teeth at this (although I guess they can start carbonising soon enough), but with me, Mac OS is fine. Just fine.

You see, I've picked up this reputation around my work place, my friends and relatives that I'm this crying, walking, talking, living Mac OS expert. (Well, maybe not the crying bit). I can't really object to it, since they mean it as a compliment. 'Hey Adam', they say 'why is BLANK doing this, when I open BLANK?'. 'How the BLANK do I know!', is often my reply, until I'm coaxed to solve their dilemma by a cup of hot espresso, or the promise of a beer next time they're down at the local.

The thing is, I've been using Mac's now virtually every day since I was about 15 (now that is a frightening thought...) when we had our first Mac Plus in the family. You pick things up, and apply them to future situations – as all 'hobbyists' tend to. You remember those bizarre pieces of software, Banzai!, StuntCopter, Vaccine. You recall the strange crashes and their eventual solution.

Experience, most people would call it. Unpaid consultancy is what I call it.

You reminisce about when you used Freehand 1.0 with that squiggle line, border thing on the splash-screen.

Experience, most people would call it. Unpaid consultancy is what I call it. With each Mac OS or System release, the step between the previous and the new release has been achievable relatively quickly. System 6.08 to 7.0 was one of the bigger steps, as was 7.5 to 8.0. At each step my experience could be used as a foundation, from which I could never lose, only gain.

OS 8.6 to Sonata – what will this transition be like, I wonder? I bet you that the jump will be equivalent to

6.08 to 7.0. A big gap, but bridgeable for sure. It will still be Mac OS at heart (gnash away, ID!), so no doubt it will have the usual oddities, which I can add to my mental list of Mac caveats. But the one which stumps me is the Sonata to Mac OS X jump.

If we are to judge Mac OS X by Mac OS X Server, the pot containing my experience

could get poured down the toilet right now. Apart from knowing what the Trash icon looks like, I think I'd be pretty lost. My UNIX using friends however, would be drooling over it, or at least over the thought of it – when they realise they had to use a mouse they might wander off again. From what I've seen and read, Mac OS X Server is one amazing beast, but Mac-like on the surface only (I'd have gone all quiet all of a sudden).

However, Apple is not a stupid company (anymore, I hope) and knows how to avoid putting its entire user base into no-man's land. Mac OS X Client, as it will be

known, is going to be Mac on top (hurrah!) but UNIX underneath, and only at a push will we ever need to actually touch the UNIX command line bits. Even so, it will a different beast, a very different beast. The jump between Sonata and Mac OS X will be minimal on a GUI level (thanks to the intermediary Sonata), but significant on a technical level. It's quite clear that

much of the Mac experience that I've gained over the previous years will have to be binned and I'm going to have learn some new tricks. But that's good isn't it? After all, the reason us Mac-folks have been ahead of the Wintel pack is our ability to adapt and change, and think different(ly).

It's time we trashed our Cdevs, our INITs, and other bizarre, inherited rituals. We'll move on to higher and better things, while we watch Windows 2000 users get tied up in the autoexec.bats and .ini files.

Plus ca change.

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How to learn a new language in less than 5 minutes

or – How to earn \$10,000,000 per week, legally

Graham Aldrid

This works like any language training, you read it, speak it, then understand the translation. Away you go with some simple exercises...

Phrase (BLACK)
Translation (RED)

It'll save you money in the long run.

Before the Millenium but did I say which one?

It's very cost effective.

Its costs are real and their effects can be felt.

The payback is typically three months.

That's when bonuses get paid – it starts to cost after that.

We should be able to increase output by 30%.

We can employ 40% more people in IT to implement it.

Marketing has done research on it...

Marketing has found exactly the answer that suited them

An independent survey says...

An independent survey says exactly what Marketing told them they wanted it to say.

These are only minor changes.

These are changes which will cause the system to fall apart and cost a fortune to put right, and be usable about 3 seconds prior to obselescence.

Earn \$10,000 per week, legally.
Earn \$10,000 per week, by convincing people to pay you to learn how they can earn \$10,000 per week.

Earn \$10,000 per week. Push drugs to Film Stars (allegedly)

Join the IT revolution! Earn \$10,000,000 per week, by convincing people that they need something they're not sure they want and charge \$10,000,000 per week to put right the effect of the small compromise you made in calculating the date when you sold it to them.

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Go Private Yourself!

Peter Beresford

Part One - Think First.

(You can add an adjective or an adverb later on, depending on when and where you went to school.) What would happen if you had to go private yourself? Ever thought about it?

Could you leave your current working environment, you and a couple of colleagues you get on within your office, take a good customer or three with you, find someone to do the books, and set up a business?

Maybe a grant from the council, or some redundancy money... sure you're clever enough. Why not ?

Let's get horny about hardware first. This is a computer mag after all. First thing on anyone's to do list is buy a Mac. As many as possible, in fact. Let's see. You're certainly going to need a top-end laptop to flash during customer visits. One each, that is. With a decent printer – each. Time to actually buy rather than ..er 'borrow' software. Time to make it all happen, yeah get up, get down, punch the air punch, the ground, strut your funky stuff, gonna be your own boss. At last control over your own software budget! Yes! At last, money to spend on lots of luvverly goodies, aerodynamic office chairs with sub-woofers, 1000 mouse mats, bumper stickers, letterheads, ...wallop. All your money's gone gone gone. Oooo-er and crikey, as Billy Bunter would have said.

Part Two – Think Sensible.

Two choices here.

Choice 1. Earn while you learn by your own mistakes, or

Choice 2. Get a Finance Director (FD) straight away.

If you get a FD you'll be able to do what you wanted to do, but you'll never be quite sure where 'your' money is, or was, or will be. If you don't get a FD, you learn by yourself and you'll always know how much you haven't got YET! Becoming an FD yourself is not a wise option. Personally, I'd recommend all fledgling entrepreneurs to get the best Mac possible for the FD, but only train him (a FD is always a chap) to use software you approve of. (i.e stuff you can

Your hardware budget is going to expand, and within the gestation period of an average mammal, it will have mutated to at least eight times more than you imagined. Sort of reverse Moore's Law. Soon, someone, somewhere, is going to ask you why a Mac?

You're going to have to defend your bloated hardware expenditure at Mac-u-Like to

- 1 your Finance Director
- 2 a banking bloke who always seems to get his oar in, and
- 3 a customer who's seen an iMac but who, with good reason, is still doubtful about using Apple.

(For some reason you never meet ladies doing these

you've become an intensive user of the Mac's inbuilt advantage.

hack when he's playing golf.) You no longer buy MacUser, because you are now a Mac Buyer. Not that there is a magazine for you.

Don't panic. Without really knowing what you're doing, you've become an intensive user of the Mac's inbuilt advantage.

Well done to think sensible.

money interviews, just like you never meet ladies at Apple, except secretaries... why not? I'd really like to know.) None of the three aforementioned men has ever used the Internet, although the potential customer might stretch to having an e-mail account checked weekly by one of his flunkies. Chaps like that are going to want to

look at the figures. That's all. The munnneee!!! Where it goes. Where it comes from. They ask a lot of awkward questions. You would if you were paying. Chances are this PC (potential customer) has asked some other wide boys in your market niche to quote, and he's already got a pile of equally outrageous offers as yours in his desk drawer.

(Note to anyone from Apple reading this; a "niche market" is a sub-section of a market in which it's possible to make a great deal of money and sell a bagload of computers by developing specialist software products before they become mainstream. Only trying to help...)

For some reason the PC has chosen you to appear on his parquet. You explain your bright idea wonderful product, muck about with a laptop for half an hour or so doing a prez, then the customer says, "yeah, all right mate now let's have a look at the costs." Oooo-er and crikey time again.

"Why a Mac?" he says, shrewd beady eyes watching you closely.

"Because Macs are cheaper." you say. There we go again.

Money. What you haven't got, but you'd like to have. Visualise yourself as Tom Cruise up against the evil empire here... winning smile... confident Colgate grin...

Can you defend why you use a Mac instead of a PC?

You probably can take a Mac to pieces or at least make it work, but business?

Can you defend why you use a Mac instead of a PC? I hadn't the foggiest idea the first time I was asked. It was so obvious. To me. It wasn't obvious to the three wise men, who perfect reasonable (if you can think different you can also reason perfect no?) threw me and my partner out on our ears.

Part Three – Think clever.

Wintel costs up to 4 times as much to service, according to me. (I believe me, and no-one else. Trust anyone in the computer industry at your peril) My firm (www.dynamiclanguage.com) uses hundreds of Powerbooks, and just about every desktop Apple have ever made, going back to the 512. If we had the same number of Wintel laptops we'd have to spend

twice as much on hardware and 3 times as much on service. That's about 4 times as much isn't it? Perhaps your FD could explain. (There's a 'paste function' menu item

in the new Claris update with some functions I'd love to know how to use but the whole thing is way above my head...Our FD does it.) No contest really. In niche markets, if you use a Mac you've got a chance, if you use Wintel you have to struggle that much harder. If you've only got one or two units then it doesn't matter what OS you use, but as soon as you spend big bucks on more than 5 people then you're effectively denying yourself an extra person if you use Wintel. Maybe not in your branch, but that's true for what we do, so I bet other people share that opinion.

Part Four – How using a Mac saves money – Think relevant.

Q During the processes described above, what type of practical assistance or advice is available from Apple?

A Nothing. FOFYM – Find out

for yourself, mate. (unless on their site)

Q Why is using a Mac cheaper than Wintel?

A FOFYM

Q Try again. What is the Mac's in-built advantage?

A FOFYM

Q Do we see roadshows from Apple offering to help small businesses solve real-life on-line, on-site problems?

A Hahahahaha!!!

Q Is there anyone you can talk to from Apple about all this?

A No (they can't spare the time to speak to 1984 about these issues)

Q Why not?

A Apple personnel are far too busy talking to each other and going on courses to bother with awkward scumbags like customers.

Q Do Apple do anything to help inexperienced potential buyers, such as teachers, ex-civil servants, soon-to-be-made-redundant office staff, working-from-home partners of self-employed people, pensioners, adult literacy groups, members or secretaries of sports clubs, prisoners, librarians, young offenders, victims-of-Windows changeover buyers,

authors, poets, songwriters, budding film-makers?

A No. Don't be silly. Look. Apple make things. They don't sell them.

Q Well what about help for handicapped buyers? Surely?

A No. Zilch. That program was cancelled in 1986.

Q What about young people leaving University?

A Get real. I mean, really! What a question! Students!!!! Are you mad?

Q School children?

A Don't be completely stupid. What do children know about computers?

Q I thought there was a new scheme?

A There is. You can read about it in Macworld. That's as far as it goes, so far.

Q Foreign aid charities? Greenpeace? Anti-bypass campaigners?

A Oh please...this is getting ridiculous. All right. One final question.

Q Why doesn't someone do something about it?

A Go Private Yourself.

STILL want to Think Different?

Best of luck.

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Free ISPs. Not on your OS!

Graham Harris

I am not even sure that this opus will percolate the Net/Web/email/Thing or whatever because I am sort of new to it. Not for the want of trying I might add. The Great Media out there – or in here – or wherever – has recently been vociferously trumpeting the benefits of becoming a member of the huge Net family.

You may have noticed. I admit to being a somewhat cautious before making the step. Viruses, crippling bills and other assorted trash dripping into the system has been a constant nightmare. However, here I have sat with a Power Mac and awesome gigabytes of space for the last year thinking, “Well, maybe I should” and so I did.

It was the launch of the freebie thing which tipped the old balance. Well, I expect we have all been tempted. Having sluiced my way through a mass of internet magazines to learn a thing or two (it would have been infinitely cheaper to have bought the book) I was merrily surprised to see a vast community of freebie ISPs all presumably panting to have me on board. If I had been a pc nerd they would have. I belong to that highly selective breed of Real Computer Owners the platform of which seems to have drifted away from this particular civilization.

The support for the Mac is, as you all must know, rare and spasmodic and free support a mere dream. Oh yes, I know

about Current Bun and Virgin and I have heard vague rumours about BT's freebie. I can't comment on the latter because I have been unable to get my mits on a CD but the other two? Oh oh oh.

The Bun loaded but then came up with some intellectually challenging comment regarding a wizard that should been in the front and seemingly unless I prepared to do something about loading the confounded sorcerer then registration was forbidden. Not wishing to be seen as a complete prat I tried loading it a second time but the number was out of order. Virgin loaded all right but then surreptitiously removed an extension. I was asked to find something called “OTUtilityLib” which no one in my closely knit community of Mac Worshipers had heard of. Using Sherlock (that's “Find” for you pre OS 8.5 users) to try and find the thing proved to be useless because that also needed to have “OTUtilityLib”. The fact is that several minor applications on my system had suddenly gone kaput. Removing the Virgin virus was of no help, it presumably had taken the extension

with it. The answer was to reinstall the program which then asked me if I wanted to have an OT extension because without it it couldn't load. I agreed. It mysteriously found it and I recovered the extension and then got rid of Virgin.

Of course, nothing in this life is free. (except, perhaps 1984 OnLine). One can always ring the Support team and at 50p – £1 a minute I assume that this is exactly what these freebie merchants want. I am not against anyone trying to earn the odd crust but this sort of deception tends to make the newcomer wilt. Of course it is not just the Mac user who has this problem. I have a friend who is, strange to say because he quite a nice fellow, a PC man and he has internetted via FreeServe and he had the same problem with them.

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Macs on the Front Lawn.

Bill Soucy <http://home.nycap.rr.com/drsoos/want.htm>

I though I had gotten away from my hick upbringing. I went to college, got a degree, moved out of the small town that grew up in. I thought I was doing pretty well considering that when I was a kid, if you didn't work on small engines, or have grease filled fingernails you were less then a man or a boy for that matter.

Sure I dabbled in fixing lawn mowers, dirt bikes and even toasters, but it just never stuck to me. When I got my first car I needed tires, you know where we got them? "Out of the woods" my uncle would tell me, and sure enough you could outfit an 18 wheeler with the amount of rubber in them there woods we had. This is what I thought I escaped.

Not so fast. So I don't fix cars, I don't have a snowmobile or a dirt bike, heck I don't even have work boots! You know what I do have? Like my ancestors who prided themselves on the number of rusted cars, trucks, bikes and small dogs on their front lawns, I have about 12 Mac's on my floor. You get it don't you? I fix them, instead of cars. I got so many Mac parts that I could open a Mac convenience store. I have amassed these computers, parts, etc. over the course of 4-5 years, gee I'm only 26. I can't imagine what my floor will look like when I'm 30! So I haven't escaped, I have just evolved.

What do you care? You will, just read on.

Twelve Macs is a bit much I suppose but I don't think so. Like any hobby you need something to gather and collect, what kind of hobbyist or hick can I be if I don't have stuff lying

all over the place? I think of it as rescuing them from a certain demise that can not be foreshadow. I purchased them all from a school, they had been sitting in a storage room for some time. Some longer then others. Some were in poor condition and some seem to be just fine. Maybe just dated but they all seem to work!

So here is the meat of this article. What we want to do is take these Macs and see what the heck they can do. We are not going to soup them up or keep restating the obvious. What we want to do is classify a few things we want to do and see if they can do it and tell you how we got it to work. I'm not the hardware guy here, I'm a software kinda guy so I will focus on that aspect. What we figure is that some one has got a poor Classic or a Centris sitting in their closet and we just think that's sad.

What we got to work with is this. Mac Plus, SE, Classic, Classic II, SI, Ici (maybe), Iicx, Centris 650, Duo 270c (I'm writing this article on it now!) 6100/60 and a Power Computing 120. That should cover most of the bases. I have a G3 too but that's boring.

We will pick some tasks that we want these guys to do and see if we can get them to do it. Such as E-mail, Web Browsing, Graphic Design/ Digital Imaging, Audio, Thermo Nuclear Missile Launching, as well as others. This will probably evolve but it's a start. We will try to give you as much non-redundant and obvious information as possible. Things such as machine specs and stuff can be found on great sites as Low End Mac and MacAddict's fine series, This old Mac. We don't want to tell what it "can" do we want to tell you what it does, period. Sure there are sites out there that will tell you that they have a web server running on a Mac Plus and a few clicks will get you to the Macquarium. We want to revive these fine machines and get them back to work, much like a rehabilitation program for fat lazy Mac's.

Another thing that separates me from my ancestors is that while I have Mac's on my lawn and they have car's, all mine work, lets see if they can make that claim!

So roll up your sleeves and clean your fingernails, this may get messy!



This is an occasional series of articles about some of the people who appeared in Apple's award winning 'Think Different' advertising campaign. Although many of the faces are familiar why they were chosen will become clearer when we know a little more about them. If any of you, our readers, would like to do some research and write about any of these rebels, or can think of someone else who is deserving of a place in the 'Think Different' hall of fame, please e-mail me for some guidelines.

chrisspatmore@innocent.com

Albert Einstein (1879 – 1955)

He was one of the greatest scientists the world has ever known, yet if I had to convey the essence of Albert Einstein in a single word, I would choose simplicity. Perhaps an anecdote will help. Once, caught in a downpour, he took off his hat and held it under his coat. Asked why, he explained, with admirable logic, that the rain would damage the hat, but his hair would be none the worse for its wetting. This knack for going instinctively to the heart of a matter was the secret of his major scientific discoveries – this and his extraordinary feeling for beauty.

I first met Albert Einstein in 1935, at America's famous Institute for Advanced Study in Princeton, New Jersey. Einstein had been among the first to be invited to the Institute, and was offered carte blanche as to salary. To the director's dismay, Einstein asked for an impossible sum: it was far too small. The director had to plead with him to accept a larger salary.

I was in awe of Einstein, and hesitated before approaching him about some ideas I had been working on. My hesitation proved unwarranted. When I finally knocked on his door, a gentle voice said, "Come" – with a rising inflection that made the single word both a welcome and a question. I entered his office and found him seated at a table, calculating and smoking his pipe. Dressed in ill-fitting clothes, his hair characteristically awry, he smiled a warm welcome. His utter naturalness at once set me at ease.

As I began to explain my ideas, he asked me to write the equations on the blackboard so that he could see how they

developed. Then came the staggering – and altogether endearing – request: "Please go slowly. I do not understand things quickly." This from Einstein! He said it gently, and I laughed. From then on, all vestiges of fear were gone.

Burst of Genius.

Einstein was born in 1879 in the German city of Ulm. He had been no infant prodigy; indeed, he was so late in learning to speak that his parents feared he was a dullard. In school, though his teachers saw no special talent in him, the signs were already there. He taught himself calculus, for example, and he told me that his teachers seemed a little afraid of him because he asked questions they could not answer. At the age of 16, he asked himself whether a light wave would seem stationary if one ran abreast of it. It seems an innocent question, but this shows Einstein going to the heart of a problem. From it there would arise, ten years later, his theory of relativity.

Einstein failed his entrance examinations at the Swiss Federal Polytechnic School, in Zurich, but was admitted a year later. There he went beyond his regular work to study the master works of physics on his own. Rejected when he applied for academic positions, he ultimately found work, in 1902, as a patent examiner in Berne, and there, in 1905, his genius burst into fabulous flower.

Among the extraordinary things he produced in that memorable year were his theory of relativity, with its famous offshoot, $E=mc^2$ (energy equals mass times the speed of light squared), and his theory of light based on Planck's quantum theory. Einstein's two theories were not only revolutionary but seemingly self-contradictory as well. The former was intimately linked to the theory that light consists of waves, while the latter said that it consists somehow of particles. Yet this unknown young man boldly proposed both at once – and he was right in both cases, though how he could possibly have been is far too complex a story to tell here.

Collaborating with Einstein was an unforgettable experience. In 1937, the Polish physicist Leopold Infeld and I asked if we could work with him. He was pleased with the proposal, since he had an idea about gravitation waiting to be worked

out in detail. Thus we got to know not merely the man and the friend, but also the professional.

The intensity and depth of his concentration were fantastic. When battling a recalcitrant problem, he worried it as an animal worries its prey. Often, when we found ourselves up against a seemingly insuperable difficulty, he would stand up, put his pipe on the table, and say in his quaint English, “I will a little tink” (he could not pronounce “th”). Then he would pace up and down, twirling a lock of his long, greying hair round his forefinger. A dreamy, faraway and yet inward look would come over his face. There was no appearance of concentration, no frowning of the brow – only a placid inner communion. The minutes would pass, and then suddenly Einstein would stop pacing as his face relaxed into a gentle smile. He had found the solution to the problem. Sometimes it was so simple that Infeld and I could have kicked ourselves for not having thought of it. But the magic had been performed in the depths of Einstein’s mind, by a process we could not fathom.

When his wife died he was deeply shaken, but insisted that now more than ever was the time to be working hard. I vividly remember going to his house to work with him during that sad time. His face was haggard and grief-lined, but he made a great effort to concentrate. Seeking to help him, I steered the discussion away from routine matters into more difficult theoretical problems, and Einstein gradually became absorbed. We kept at it for two hours, and at the end his eyes were no longer sad. As I left, he thanked me with moving sincerity, but the words he found sounded almost incongruous. “It was fun,” he said. He had had a moment of surcease from grief, and those groping words expressed a deep emotion.

Ideas from God.

Although Einstein felt no need for religious ritual and belonged to no formal religious group, yet he was the most deeply religious man I have known. He once said to me, “Ideas come from God,” and one could hear reverence in the way he pronounced the word “God.” On the marble fireplace in the mathematics building at Princeton University is carved, in the original German, what one might call his scientific credo:

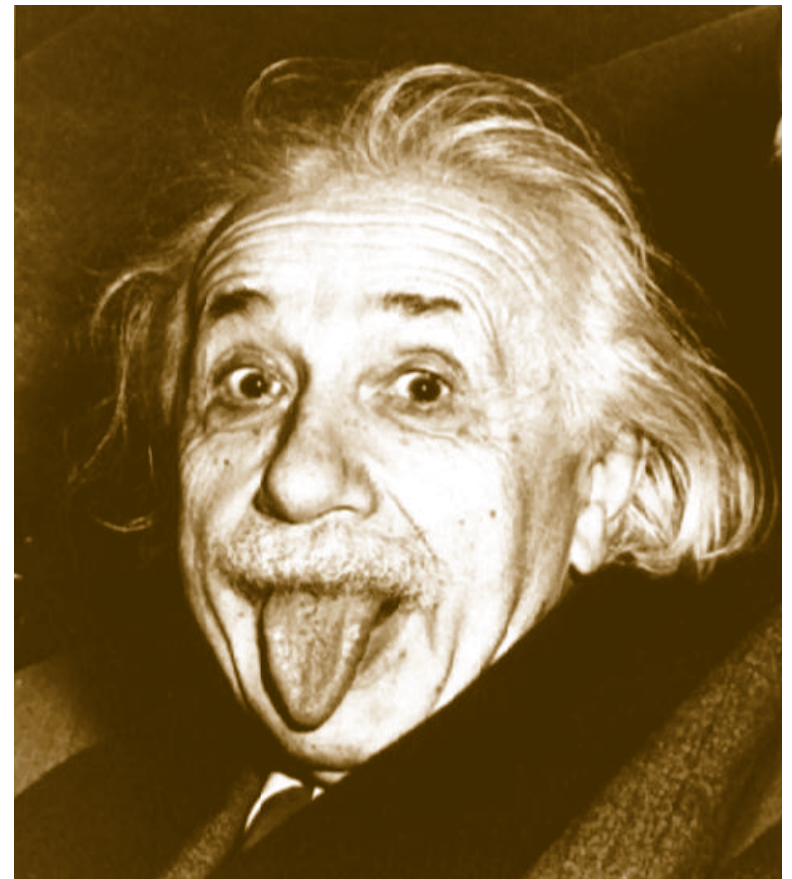
“God is subtle, but he is not malicious.” By this Einstein meant that scientists could expect to find their task difficult, but not hopeless: the Universe was a Universe of law, and God was not confusing us with deliberate paradoxes.

Einstein was an accomplished amateur musician. We used to play duets, he on the violin, I at the piano. One day he surprised me by saying that Mozart was the greatest composer of all. Beethoven, he said, “created” his music, but the music of Mozart was of such purity and beauty that one felt he had merely “found” it – that it had always existed as part of the inner beauty of the Universe, waiting to be revealed.

It was this very Mozartean simplicity that most characterised Einstein’s methods. His 1905 theory of relativity, for example, was built on just two simple assumptions. One is the so-called principle of relativity, which means, roughly speaking, that we cannot tell whether we are at rest or moving smoothly. The other assumption is that the speed of light is the same no matter what the speed of the object that produces it. You can see how reasonable this is if you think of agitating a stick in a lake to create waves. Whether you wiggle the stick from a stationary pier, or from a rushing speedboat, the waves, once generated, are on their own, and their speed has nothing to do with that of the stick.

Each of these assumptions, by itself, was so plausible as to seem primitively obvious. But together they were in such violent conflict that a lesser man would have dropped one or the other and fled in panic. Einstein daringly kept both – and by so doing he revolutionised

“Please go slowly. I do not understand things quickly.”



physics. For he demonstrated that they could exist peacefully side by side, provided we gave up cherished beliefs about the nature of time.

Science is like a house of cards, with concepts like time and space at the lowest level. Tampering with time brought most of the house tumbling down, and it was this that made Einstein's work so important – and so controversial. At a conference in Princeton in honour of his 70th birthday, one of the speakers, a Nobel Prize-winner, tried to convey the magical quality of Einstein's achievement. Words failed him, and with a shrug of helplessness he pointed to his watch, and said in awed tones, "It all came from this." His very ineloquence made this the most eloquent tribute I have heard to Einstein's genius.

Sand Sense.

We think of Einstein as one concerned only with the deepest aspects of science. But he saw scientific principles in everyday things to which most of us would give barely a second thought. He once asked me if I had ever wondered why a man's feet will sink into either dry or completely submerged sand, while sand that is merely damp provides a firm surface. When I could not answer, he offered a simple explanation.

It depends, he pointed out, on surface tension, the elastic-skin effect of a liquid surface. This is what holds a drop together, or causes two small raindrops on a window pane to pull into one big drop the moment their surfaces touch.

When sand is damp, Einstein explained, there are tiny amounts of water between grains. The surface tensions of these tiny amounts of water pull all the grains together, and friction then makes them hard to budge. When the sand is dry, there is obviously no water between grains. If the sand is fully immersed, there is water between grains, but there is no water surface between them to pull them together. This is not as important as relativity; yet, as his youthful question about running abreast of a light wave showed, there is no telling what seeming trifle will lead an Einstein to a major discovery. And the puzzle of the sand does give us an inkling of the power and elegance of Einstein's mind.

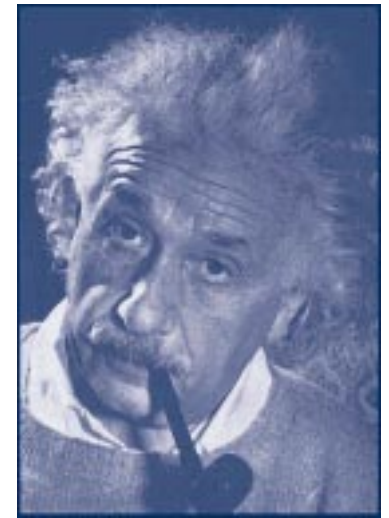
Cosmic Simplicity.

Einstein's work, performed quietly with pencil and paper, seemed remote from the turmoil of everyday life. But his ideas were so revolutionary that they caused violent controversy and irrational anger. Indeed, in order to be able to award him a belated Nobel Prize, the selection committee had to avoid mentioning relativity, and pretend that the prize was awarded primarily for his work on the quantum theory. Political events upset the serenity of his life even more. When the Nazis came to power in Germany, his theories were officially declared false because they had been formulated by a Jew. His property was confiscated, and it is said that a price was put on his head.

When scientists in the United States, fearful that the Nazis might develop an atomic bomb, sought to alert American authorities to the danger, they were scarcely heeded. In desperation, they drafted a letter which Einstein signed and sent directly to President Roosevelt. It was this act that led to the fateful decision to go all-out on the production of an atomic bomb – an endeavour in which Einstein took no active part. When he heard of the agony and destruction that his $E=mc^2$ had wrought, he was dismayed beyond measure, and from then on there was a look of ineffable sadness in his eyes.

There was something elusively whimsical about Einstein. It is illustrated by my favourite anecdote about him. In his first year in Princeton, on Christmas Eve, so the story goes, some children sang carols outside his house. Having finished, they knocked on his door and explained that they were collecting money to buy Christmas presents. Einstein listened, then said, "Wait a moment." He put on his scarf and overcoat, and took his violin from its case. Then, joining the children, he accompanied their singing of "Silent Night" on his violin.

How shall I sum up what it meant to have known Einstein and his works? Like the Nobel Prize-winner who pointed helplessly at his watch, I can find no adequate words. It was akin to the revelation of great art that lets one see what was formerly hidden. And when, for example, I walk on the sand of a lonely beach, I am reminded of his ceaseless search for cosmic simplicity – and the scene takes on a deeper, sadder beauty.



There was something elusively whimsical about Einstein.

By Banesh Hoffman from The Reader's Digest, December 1969



**More news and thoughts brought to you by:
Matt Johnston NIMUG – Northern Ireland Macintosh
User Group.** <http://welcome.to/nimug/>

Apple In Education

May 26, 1999 – Apple announced that Millard “Mickey” Drexler, president and chief executive officer of Gap Inc., one of the world’s leading specialty retailers, was appointed to the Company’s board of directors.

“Mickey’s expertise in marketing and retail will be a tremendous resource as Apple continues to grow in the consumer market,” said Steve Jobs, Apple’s interim CEO. “He will add a completely new dimension to Apple’s board.” Drexler joined Gap Inc. in 1983 as president of the Gap division. He was named president of Gap Inc. in 1987, and CEO in 1995. Gap Inc. operates more than 2,500 stores in the United States, Canada, the United Kingdom, France, Germany and Japan under the Gap, GapKids, babyGap, Banana Republic and Old Navy brand names. The company also operates a direct marketing division with its gap.com e-commerce web site and Banana Republic catalog.

Born and raised in New York City, Drexler has spent most of his professional life in the apparel business. Prior to joining Gap, he served as president and CEO of Ann Taylor. He holds an undergraduate degree from the State University of New York at Buffalo and an MBA from Boston University.

Apple’s board of directors is now composed of seven members:

- Bill Campbell, chairman and former CEO of Intuit Corporation
- Gareth Chang, executive chairman of STAR TV
- Millard Drexler, president and CEO of Gap Inc.
- Larry Ellison, chairman and CEO of Oracle Corporation
- Steve Jobs, chairman and CEO of Pixar Animation Studios and interim CEO of Apple Computer, Inc.
- Ed Woolard, chairman and former CEO of E. I. DuPont de Nemours and Co.
- Jerry York, vice chairman of Tracinda and former CFO of IBM Corporation and Chrysler

Internet News

Today, Farallon will announce HomeLINE, their home-networking solution for Macs and PCs. HomeLINE is based on the Home Phonenumber Networking Alliance (Home PNA) standard, allowing users to share Internet access, printers and files via standard telephone wiring. The basic \$139 HomeLINE kit will include two PCI cards, Vicomsoft’s SurfDoubler 6.0, and trial versions of Netopia’s Timbuktu and Miramar PC MacLAN. Additional cards are \$79, and can be used with any combination of Macs and PCs. A version that supports the iMac is due this summer.

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

Star Wars Icons

Use the Force and download the Iconfactory’s “Star Wars: The Phantom Menace” icon set. Only then (and perhaps several more showings of “The Phantom Menace”) will the circle of the Force be truly complete.

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

Updates and News

ACI US, Inc. this evening announced 4th Dimension 6.5, boosting performance with a new, “high-performance” relational database engine, while adding “130 new commands, 75 of which are web-related.” A web server is integrated in the system, along with FTP and SMTP/POP. Available today, pricing starts at \$349 for the 4D Standard Edition with an Unlimited Interpreted Runtime, and a free demo version is available for downloading.

<http://www.acius.com/65pressrelease.html>

Remote Install for Mac OS 8.5.x and 8.6 allows you to install Mac OS 8.5 and 8.6 on network workstations.

<http://asu.info.apple.com/swupdates.nsf/artnum/n11305>

AppleInsider has a detailed report on “Sonata” the next big change in the Mac OS. Previously called OS8.7 but looking more and more to be known as Mac OS 9.0 (despite OS9 trademark issues). It features: multiple users (handled better than At Ease and comparable to Windows NT), voice passwords (no need to remember an obscure password), inbuilt file encryption. There are also details on the Accelerate your Mac site as well as some spectacular screenshots.

<http://www.appleinsider.com/articles/9905/sonata-part1.shtml>

<http://www.xlr8yourmac.com/software/OS87/>

IPNetRouter is a low cost OT native Internet Protocol router that runs as software on a Macintosh. Designed from the ground up to take full advantage of Open Transport, IPNetRouter offers superior performance with greatly reduced cost and complexity. Priced at \$89 (half for educational customers) it allows all of

the machines on your local network to use the modem connection on one central machine which then acts as a router.

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

If PowerLogix receives the prototypes from Motorola on time, PowerPC G4 upgrade cards should hit the retail market in Fall of this year.

This was a worrying tidbit... Drew DeVito at IBVA Technologies writes that their Interactive Brainwave Visual Analyzer “is now compatible with the iMac and ‘blue and white’ G3s.”

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

FreeMacSpace.com is offering users 25 megabytes of free (yes, free) “virtual” online disk space, which you can use to store, access, and share files with friends (and/or enemies).

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

Apple recently posted version OpenGL 1.0, which was announced at WWDC. OpenGL for Macintosh enables your computer to display accelerated three-dimensional graphics using applications designed to take advantage of OpenGL.

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



Free Game

Chris Patmore

When I was a young boy, all those years ago, and hair was starting to appear in places it never had before, there were no computer games to distract an adolescent's fervid imagination. There was surfing to keep the body active, but it was at the mercy of the elements. So what did we do? Played pinball. Hours standing at those tables with the bells and lights, feeding them coin after coin.

Now I'm much older, and hair is disappearing from places it was before, I spend hours in front of a computer, working and creating. It is both my livelihood and my pastime (sad isn't it?). Games never really interested me until I saw my first Pinball sim (Tristan). The memories came flooding back. It wasn't particularly sophisticated but it was entertaining and I was completely amazed at how real it seemed. Of course pinball sims have grown in size and complexity over the years, and the realism is astounding.



There are two major producers of pinball for the Mac – LittleWing, who make the more traditional style games with an Arthurian theme (Tristan, Crystal Caliburn and Golden Logres amongst others) and Sierra



The table is an authentic replica, complete with sounds and fully customisable table settings.

who produce the Ultra 3D series. There are others as well and a complete list, with reviews, can be found at <http://www.pcpinball.com>. This site covers all platforms with links to all the major producers. If you like pinball you will definitely find something here.

If you've never played a pinball sim there is a wonderful freeware version of a 70's Gottlieb Royal Flush table available from <http://www.xs4all.nl/~gp/Royal%20Flush/RoyalFlush.Bin> uncompressed it weighs in at 3Mb and has a full range of customisable playing options, you can even nudge

it (and tilt it). The sounds are faithful to the original, and there is no annoying synthesiser music either.

Forget about games of death and destruction for a while, stop trying to save the

universe and let it take care of itself while you pit your skills and reflexes against the silver ball. Or just indulge in a little nostalgia without blowing all your pocket money.

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Civilization II Guide – 1

Thomas Ash

Beating Civilization II at Deity



At the moment, I'm feeling very pleased with myself. I've just won at Civilization II – in my opinion the best game out for Mac or PC – at the hardest level, Deity. Now, a lot of people can beat a lot of games at the hardest difficulty level, but Deity is very hard, as anyone who has played

Civilization II will tell you. Even the makers of the game, who know every in and out of it, can't win all the time. So, with this in mind I've put together some tips. These tips really apply only to Deity and the level one Emperor. Below that you can afford to be much more aggressive and much less careful.

Know your map

Play on a map you know – it'll help a lot. Maps with 2 or 3 continents separated by sea are good. Don't play on a random map. Play with six opponents. As well as being the most fun, this will prevent any one civilization from becoming too powerful to beat – the others will keep it in check.

Early research

First get Warrior Code, for archers, then Horseback Riding, then Ceremonial Burial for temples – you're sure to need them, then Polytheism for elephants and then Mysticism for the Oracle. Masonry and its refinement Construction both let you do a lot, while Alphabet opens up a lot of new options. You needn't rush to get Map Making if you have a big continent to explore – get Mathematics instead, and build catapults. Beyond that, take whichever route suits your immediate and long term needs – you should know which advances are useful and which are not. Playing on Deity, you will inevitably start to slip behind. If you have embassies then find out what technologies your allies don't have, and obtain them and swap. With respect to military power, push towards Gunpowder and then towards Armor.

Start your city in a good place

Try and start off near fertile ground, and if possible with two settlers. You'll suffer if you have to take time moving to an attractive location. Build the best unit you have your

first city, and go exploring with it...

Abandoned villages can be a real boon

You can get all sorts of great stuff from abandoned villages. Unless you really need a unit or some money, new settlers and new cities are the best. So save before you enter an abandoned village and restore until you get what you want. If you never seem to get it, wait a turn. If it takes more than two turns to get, settle for second best. This restoring of saved games should also be used when you're about to enter vital combat or make important strategic decisions. Remember to use the auto-save files. These are called "Your name Auto" or "Your name Auto2."

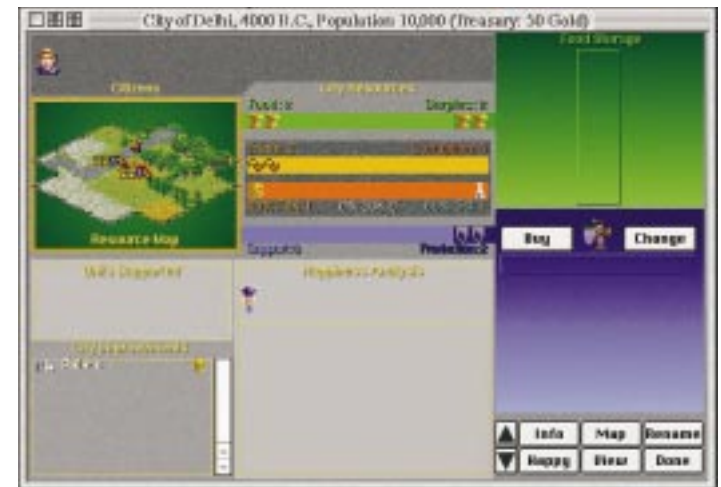
Early contact

Know where your neighbours are, and if you think you have a chance of winning, attack one of them. This will increase the number of cities you own quickly. If you're not going to take any more of your opponent's cities, make peace.

Beyond that be nice to people and make allies with one or two people who you think have the potential to grow rich, powerful, or technologically advanced.

That way you can get money, military aid, or technology off them later in the game. Be careful not to ask for these things too often, or they'll grow tired of you.

Don't make too many allies, or the next trick won't work...



Expand and encircle

Build new cities fast, and grab a big share of the map. When you have boats, seek out remote, unsettled places and build there. Even thick forest can be made valuable by clearing it. Even if you're backwards, weak and poor, if you have significantly more cities than anybody else, you'll win the game. It's that simple. To make sure you have lots of cities compared to your rivals, don't just take into account how rich the surrounding 20 squares are when you choose city locations. Encircle your opponents so their settlers are trapped in a small space. This is a *very* useful trick. Building new cities takes priority, but don't forget to improve the land around your existing ones. If your cities are poor, backwards or unhappy, build roads. If they are unproductive, build mines and railways. Food and irrigation are always useful. Remember, there's no point in improving land you're never going to use.

Come up with a strategy

Attack the civilization two rankings (on the PowerGraph when you retire) behind you. Or, better still, get your

allie to attack it while you hover round its cities. Then, when they are weak, you can attack and seize them. Your power ranking should have increased by now, so repeat the same step again. Once you're number two or three finish off the weakest civilizations and then go for the big ones. Always exploit the military power of your allies. You'll find it tough winning through the space race on Deity.

If at first you don't succeed...

...give up. Quit the game and start again, learning from your mistakes. There's no point in playing out a losing struggle in a computer game.

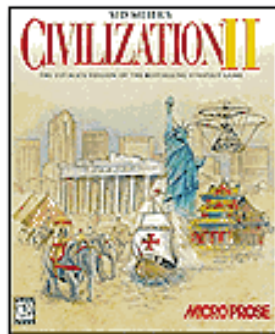
Next month I'll bring you tips on overall management strategy.

C ya then.

thomasash@hotmail.com

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www.thomasash.hypermart.net/bnet



The 1984 competition this month is to win the most talked about NEW book on the inside beginnings, turmoils and finest hours of the company we love to revel in. We have TWO copies of this fascinating book to just GIVE away to you!

All you have to do is answer this simple question:

Where in California is Apple's HQ?

- 1] Cumbawomba
- 2] Cappuccino
- 3] Cupertino

Email me at editor@1984-online.com with the word: CONFIDENTIAL in the subject line and the answer with your postal address and full name. This offer is open to all readers, not just US, UK or Canada. So wherever you are try your luck.

APPLE CONFIDENTIAL: The Real Story of Apple Computer, Inc.

It is an excellent book covering practically every aspect of the Apple history time line, from the author of 'The Mac Bathroom Reader', Owen Linzmayer brings to life the past and present of a company cast in the stone of corporate phenomena.

What the critics have said about the book:

"For the Apple aficionado, there's no better book to learn about the company."
GUY KAWASAKI, former Macintosh evangelist and Apple Fellow

"An irreverent work that captures the essence of that which is Apple."
GIL AMELIO, former Apple CEO (the ex Apple pass master)

About the book:

In Apple Confidential, journalist Owen Linzmayer explores Apple's tumultuous history, from its legendary founding, through a series of disastrous executive decisions, to its recent return to profitability. Backed by exhaustive research, the book debunks many of the myths and half-truths surrounding Apple, the



Macintosh, and its creators. Linzmayer looks into secret archives, interviews key players, and tells the real stories behind the hype.

Apple Confidential includes hundreds of revealing quotes, photos, illustrations, and timelines. This story of the original Silicon Valley start-up turned high-tech leader is not only a must-read for Macintosh enthusiasts and computer industry watchers, but an entrepreneurial adventure anyone can enjoy.

Other books to look for on:

www.amazon.com

Apple (Vgm's Business Portraits Series) William Gould / Hardcover

The Mac Bathroom Reader – Owen W. Linzmayer / Paperback

So come on, a freebie that's worth something!

Xenofex 1.0 - Filters

Karl-Peter Gottschalk karlpeter@bigpond.com

After much research and development Alien Skin (love that name, don't you?) have released their much-awaited Xenofex plug-ins set, and to be honest it is not the kind of product that absolutely every computer image-maker is going to rush out to buy tomorrow. There are some damned good things within it however, and it offers the best way of achieving some effects that would otherwise take too much effort to justify.

It contains a diverse collection of looks, 16 in all, so here is a list:

Baked Earth – creates the look of dried and cracked earth within a selection.

Constellation – recreates an image as points of light, with each point the colour of the original image at that particular point.

Crumple – simulates the look of printing an image onto crumpled then flattened paper.

Distress – an organic ageing and crumbling effect, eating away at the edge of a selection.

Electrify – bolts of electricity branching out from the edge of the selection.

Flag – renders 2D image objects that are on transparent layers as 3D-look rippling surfaces, like a flag blowing in the wind.

Lightning – creates glowing lightning bolts across the selection.

Little Fluffy Clouds – exactly what it says, cloud forms and cloudy effects.

Origami – cuts the selection into small triangles then swaps their positions, to imitate the look of folded paper.

Puzzle – a jigsaw puzzle effect.



Rounded Rectangle – creates a round-cornered rectangle inside the edge of the selection.

Shatter – an effect like viewing your selection in a shattered mirror.

Shower Door – like seeing your image through a lumpy glass shower screen door.

Stain – creates a spilled liquid stain effect in the shape of the selection.

Stamper – fills the image with miniature duplicates in a mosaic effect. Makes an otherwise laborious effect fast and easy to create.

Television – simulates the look of old televisions with their settings out of whack.

Final thoughts

Alien Skin's Eye Candy Photoshop plug-ins suite rapidly became one of the two must-have creative filter sets upon its release, alongside MetaCreations' Kai's Power Tools. Both are still in regular use by many thousands of Web and print designers and image-makers, and although other less well-known developers

have attempted to rival some of the traits within both suites, none have managed to achieve the same degree of fame with their offerings.

Editors note

Xenofex is an effective suite of tools but I can't always say I can find practical applications for such filters as Origami and Shower Door. They do however produce exciting and different effects to liven up artwork.

The key to Xenofex is the 'when' and 'where' you use the filters. I have found the weirder the situation the better. I was able to power up this simple site header [above] in just over 2 minutes by applying Distress to the background image and Electrify gave me the yellow light shots beaming from the word 'art'.

Should you buy it?

Yes! Photoshop is only as good as your imagination, BUT the tools you use make life a whole lot easier. This rates up there with other greats as KPT, PhotoTools and Eye Candy. As filters go this is a growing gem,

at version one I hope it will be developed and refined, like its sister set of plug-ins Eye Candy (which, by the way, I rate better than Xenofex).

If you've Eye Candy by Alien Skin already then buy this, if you've no filters yet buy Eye Candy first then Xenofex (makes good sense).

Darren



Product: Xenofex 1.0

Product Type: Photoshop plug-in

Rating: 4 out of 5

Pros: The best easy way of creating lightning and electrical discharge effects, clouds, cracked dried mud, various distressing and distortion effects, and my favourite, the Stamper tile mosaic tool.

Cons: Not quite as revolutionary nor as essential as Eye Candy.

Developer: Alien Skin Software:
<http://www.alienskin.com>

FireWorks 2.0 -

Macromedia's 'Photoshop' For The Web

Karl-Peter Gottschalk karlpeter@ozemail.com.au

Change your plans at once!

If you are a GoLive CyberStudio 3.1.1 owner and were about to take advantage of the Adobe Web developer bundle special offers open only to US and Canada residents right now, my advice to you is drop the ImageReady and ImageStyler components immediately. Forget about them.

Phone Adobe back and change your order, or plan on getting GoLive 4.0 and anything else added to it other than IR or IS, because Macromedia's FireWorks 2.0 has fulfilled the promise shown in version 1.0 and is THE Web graphics and animation application. FireWorks 2.0 in combo with GoLive 4.0 is a formidable combination, and even FireWorks in synergy with DreamWeaver 2.0 is pretty darned good.

Why, why...why?

Macromedia took a version 1 product that had not a few rough edges, and planed them and rubbed them down until they took on a healthy shine. The confusions of version 1's interface such as the Windows-style long narrow Opacity and URLs toolbars have gone now and the whole thing has a much neater and more logical look. Gone are all the separate palettes often with just one function that so cluttered up your monitor, replaced instead with 4 multi-tabbed palettes that combine similar functions in a more logical way. The biggest difference between FireWorks and ImageReady, the only other vector-oriented Web graphics program out there, is that it provides a full set of drawing tools: Pen tool, Pencil, Brush and Redraw Brush (for drawing brush strokes in a manner similar to MetaCreation's natural media drawing program Expression), Freeform and Reshape Area tools with resizable



cursors for pushing those paths around, and the more traditional Scale, Skew and Distort tools.

Terrific tools



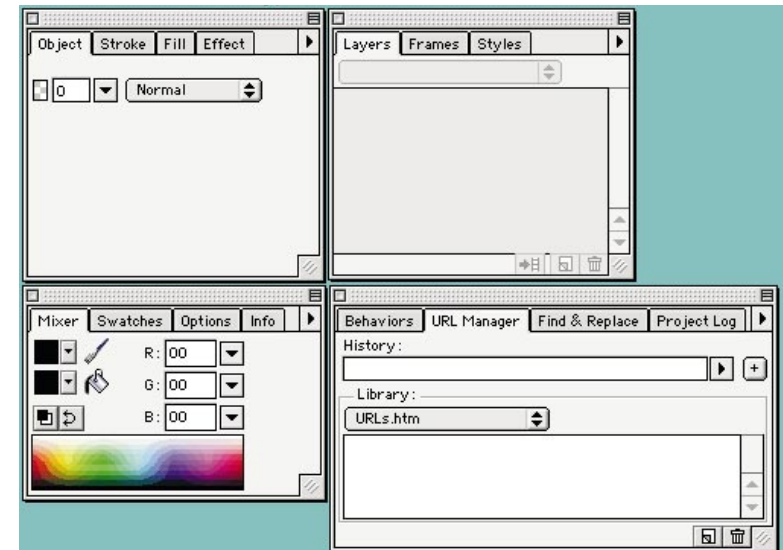
Then you have Line, Rectangle, Ellipse and Polygon tools for creating vector objects, and an excellent Text tool that beats most others out there including Photoshop 5's. I particularly appreciate the Path Scrubber (+) and Path Scrubber (-) tools that allow you to really finesse the brush effects attached to a path, by increasing or decreasing that effect on specific parts of the path. This accentuates the natural media drawing capabilities of the program. For editing bitmap objects there are Marquee, Ellipse Marquee, Rubber Stamp, Eraser, Lasso, Polygon Lasso and Magic Wand, and although FireWorks' developers have opted not to build in native pixel image editing they include the excellent PhotoOptics plug-ins that include a Levels filter as well as a large set of subtle effects plug-ins quite unlike any

others I have seen. The only downside is that the preview image in the PhotoOptics plug-ins could do with being much larger. On the topic of plug-ins, you can use almost all of your Photoshop filters by pointing FireWorks' preferences

original image creation in FireWorks as well as production-oriented editing and finessing, bypassing Illustrator, FreeHand, Photoshop or Painter unless I want to do some really heavy image origination work there.

FireWorks in synergy with DreamWeaver 2.0 is pretty darned good

dialog towards the location of your Photoshop plug-ins folder. I found that all my favourite (and there are a few of them) filters work perfectly in FireWorks. Excellent. All this means I can do a huge amount of



FireWorks 2 offers the web creation artists everything they need to allow their imagination to flow without the technical hindrances



Real World Freehand

Karl-Peter Gottschalk karlpeter@ozemail.com.au

Reading a beautifully written computer graphics reference book such as Olav Martin Kvern's Real World FreeHand 8 gives me real cause for regret. A sense of loss for all those years I was unaware of FreeHand and its wonderment. A sadness at what undiscovered creative highways and byways I was not to know of back then. An urgency to catch up for all that time of ignorance.

THE LAUREL GOES TO KVERN

These emotions are one of the best tributes one can make to an author of such a book, perversely, because they reveal just how skillful, how inspiring that author is. Having read Real World Freehand almost immediately after two other drawing application reference books, each by equally celebrated and bestselling authors, I have to hand the award for best vector graphics book to Kvern. Although the other contenders were books based on FreeHand's near-competitor, Illustrator, there is so much depth of vector graphics coverage in Real World it will stand good service to users of either program.

THE TRAITS OF A GOOD WRITER

One thing all three writers share is a sense of levity, regular flashes of wit to lighten what can be the tedious imparting of complex information. This is the first book I have read by Kvern and while he does not share the off-the-wall humour of a Deke McClelland or the loopy sidebar conversations of a

Ted Alspach, his prose is light and clear and thanks to the book's design by Kvern and two collaborators is eminently readable as well. As soon as I opened Real World Freehand I was compelled to read it from cover to cover.

That experience was aided by the more than copious illustrations Kvern provides. In fact this the most illustrated book of its type that I have seen so far. It should win an award for the quality of its illustrations alone. Open any typical section – I have page 201 open right now – and you get Kvern's point at once. Here he is illustrating how he did a quick and dirty autotrace of an imported TIFF image in FreeHand using its Trace tool. Four screenshots that helped me really "get" the concept of autotracing at once, and how it can better boost my use of vector graphics.

And into the bargain, FreeHand appears to do it much better than Illustrator or Adobe's stand-alone tracing tool Streamline.

A DEPTH OF KNOWLEDGE LIKE FEW OTHERS

Kvern has accumulated years of experience in all

forms of illustration, as a technical, medical, archaeological and veterinary illustrator, as a general-purpose book and magazine illustrator, and as a designer, typesetter, paste-up lackey and art director. He has put in the long, long shifts slaving over a hot Mac and standing nervously before imagesetters and film processors hoping beyond hope that the job has come out OK.

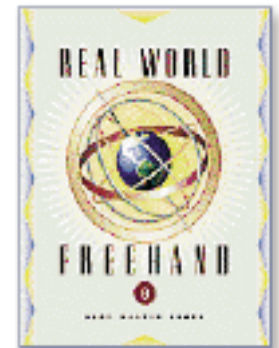
He has even been a vector graphics plug-in developer, contributing to Extensis' excellent VectorTools package.

WHY BUY IT?

The back cover blurb proclaims a previous version of Real World Freehand as the all-time bestselling book on FreeHand. Having compared it with the only other Bible-sized tome on the same program the reason why is obvious. There is enough here to keep the FreeHand beginner sweating to catch up to the high standard Kvern sets for all users of the software (and convinces us is within all our reach nevertheless), and more than enough obscure stuff for longterm Freehand power users to glean from.

FreeHand is a deep and

powerful program capable of many things: illustration, typography, small print publication design, and Web design. In the all too entrenched Macromedia tradition its manual is, to put it kindly, undersized. Real World Freehand 8 is the software manual FreeHand just had to have.



Rating: 4.5

Pros: Incredible depth of coverage.

Cons: Emphasis on using Freehand for print as opposed to the Web.

Author: Olav Martin Kvern

Publisher: Macromedia Press / PeachPit Press, Inc., Berkeley
<http://www.peachpit.com/>

Pages: 784

Illustrations: Colour and mono

ISBN: 0201874857



Down but not out!

The Mac 3D Team Campaign to Expand 3D on the Macintosh

Nick Pavlovic <http://www.vidi.com>

It is sad to say VIDi is closed and the Presenter 3D product is discontinued, but my two year effort to expand the use of 3D on the Macintosh continues.

The idea for a "Mac 3D Team" campaign came about because I did not want the technology that enabled VIDi to be the first to do spline-based modeling (still the best), color graphics, 3D Sound (still the only) and we have the best camera and light tracking, real-time surface preview (still the only), and actual movie camera projection to vanish. I also did not want the sweat and intellect that went into developing this product to go to waste.

With the support of the former VIDi programmers and as our contribution to the Mac 3D effort, we are going to release 3DJOY, the unlocked successor to Presenter 3D, to members of the Mac 3D Team for the purpose of expanding the use of 3D on the Macintosh. The software will be available as a download for free to anyone who becomes a team member by supporting the effort to expand the use of 3D on the Macintosh. A CD will be available for a donation to anyone who wants an alternative to downloading the software and wants to get documentation and support materials. The name 3DJOY was selected because it will be part of the effort to uplift 3D on the Macintosh.

Our providing 3DJOY to Mac 3D Team members is just the beginning. The main effort to expand 3D on the Macintosh

must come from the Macintosh user community. This needs to become a huge "Mac 3D Team" effort. that includes 3D novices, students, advanced amateurs, professionals, and educators. You can help by letting Apple, the media, and others know about the team effort and about the value of the software; and providing models, animations, tutorials, and success stories for subsequent releases.

Programmers and programming instructors have an opportunity to use "Open Source" examples to develop effects plug-ins, hook render engines to 3DJOY, and create an OpenGL plug-in and thereby expand the capabilities of 3DJOY to match and surpass those of Autodesk's 3D Studio Max on Wintel computers. So all that is left is for you to visit the Mac 3D Team site to learn of Mac 3D Team efforts, get a banner to post on websites, and find out what you can do to expand 3D on the Macintosh and to get 3DJOY.



MyEyes v2.3.5 Created by Federico Filippini.

mail to: fedefil@factor-software.com, <http://www.factor-software.com/>

What is MyEyes?



MyEyes is a small extension that draws on the menubar a pair of eyes constantly following the cursor movement (so the manual said

anyway, but guess what, it's a nice little toy). Totally impractical but nonetheless a good toy to have. I found no bugs, just brightened up the top bar for a few days.

System Requirements: 68020/030/040 or PowerPC; 80 KBytes free memory; Mac OS 7.1 or later; Color QuickDraw.

Tunnelvision support@ibrium.se

Tunnelvision is a MacDim module. As such you should use it together with MacDim. MacDim is a freeware screensaver that can be downloaded from: <http://www.ibrium.se/macdim/download.html> You can find other MacDim modules (plugins) at the MacDim module page on the above site



BetterAlarms™ 1.0

Created by Charles Haspel chaspel@kagi.com

BetterAlarms is a simple yet easy program to remind you of important events. It will let you set alarms to remind you to take a break, take the cookies out of the oven, or call someone on their birthday.

System Requirements: System 7.0 or greater. Fully compatible with Mac OS 8 and 8.1. BetterAlarms is international date compatible and is Year 2000 compliant.



Fontastic


Chris Bunney

Hi all and welcome to Issue 14 as this month's theme is based on Fonts, Font Utilities and everything to do with Typefaces I thought that I would give a quick introduction to my favorite top four Shareware/Freeware Font Utilities. So, here they are:

PopChar/PopChar Pro

This Shareware utility has to be my favorite. Basically it's a Control Panel that enables you to generate every possible character that is available in the current font without having to remember the Keyboard combinations.



Suppose, for example, you are working with your favorite word processor and would like to insert the character “” in your document (as you do). Looking it up in Key Caps can be rather long winded and troublesome, especially when the

character you're looking for requires pressing a so-called “dead Key” (such as option-shift +‘K’). PopChar simplifies the insertion of unusual characters by giving you a small button (Hot spot), either by the clock or by the Apple Menu, which, when depressed, will give you a menu of every character in that font set, then simply by releasing the mouse button over the desired character, it will copy it into the open document you're working in.

<http://infosoft.soft.uni-linz.ac.at/Info/MacSoftware.html>

Adobe Type Manager

ATM has been with us for so long now that we almost forget it even exists. The basic non-Deluxe version is now free and is included on the Mac OS system CD. Those who remember back to the days before ATM and needing a suitcase full of screen fonts to get a half decent screen representation still marvel at this extension. The Deluxe version is reviewed elsewhere in this issue.

<http://www.adobe.com>

FontBuddy

FontBuddy is a Font Viewer. It shows all characters of any installed font. It also gives keystroke(s) to access special characters. It is easy to use, quick, optimized for on screen use, and MacOS 8.5 savvy. The only aim of FontBuddy is to show you on screen all the characters of a font. To do this the FontBuddy window is divided in four tabs:

- In the first tab, you can see all characters of the selected font at the chosen size. You can then copy characters and paste them into other documents. If you type a character on the keyboard, it is displayed in the second tab.
- In the second tab, you can browse through characters one by one. For each character, you get its ASCII code, its Postscript name, and the keystroke(s) to get it. To select a character, just type it on the keyboard. You can also select its ASCII code with the scroll bar. A last solution, is to select the character in the first tab, then to switch to the second tab.
- The third tab displays a (long) sample text. You can change this text and save it as the default sample text.

- There is also a forth Tab that contains user's options
<http://perso.wanadoo.fr/vjalby/fb/>

Fonts Manager™

Although I use Symantec's Suitcase 3.0 myself I thought Fonts Manager™ was a good alternative for those who are on a budget as Fonts Manager™ has a Shareware price of only \$10. Fonts Manager™ is similar to the Mac OS Extensions Manager, but it manages full fonts instead. It allows the enabling and disabling of font suitcases and printer fonts in ‘Sets’, so you shrink those long Font menus. It also allows you to view, print, and save font samples.

Fonts Manager™ is not an Extension, which means it will work on all Macs with System 7.1 or later, including Mac OS 8.5 without modifying the normal startup and operation of your computer.

<http://www.aedvantage.com>

So there you go, enhance your Macs with these Four Fun Font Utilities
thebunneys@lineone.net



The font of fonts

Darren Edwards

Here are some of the fonts sites that have interested me over the years, months and last few weeks. Some of these sites provide excellent typefaces for a good rate and others for FREE. At the end of the page you can see my own personal favorite sites with the most good quality free downloads of some fantastic fonts for your Mac.

<http://www.apply.de/fonts.html> – Apply Fonts

<http://www.atomictype.co.uk> – Distributor for all type houses

<http://www.bideas.com> – Big Ideas (fonts and clip art)

<http://www.castletype.com> – CastleSystems Fonts

<http://www.chank.com> – Chank Fonts

<http://www.devicefonts.co.uk> – Device Fonts

<http://www.emigre.com> – Emigre Fonts

<http://www.signalgrau.com/eyesaw> – Eyesaw Fonts

<http://www.eyewire.co.uk> – EyeWire and Image Club Fonts

http://www.custard.co.uk/fluid/Font_Con.html – Fluid Fonts

<http://www.fontfont.de> – FontFonts

<http://www.fonthaus.com> – Font Haus Fonts and clipart

<http://www.fonthead.com> – Fonthead Design

<http://www.fountain.nu> – Fountain Fonts

<http://www.garagefonts.com> – GarageFonts

<http://www.typography.com> – Hoefler Type Foundry

<http://www.itc.com> – International Type Corporation

<http://www.ot.se/lekrummet/mush/index.html> – Lekrummet Fonts

<http://www.paratype.com> – ParaType Fonts

<http://www.philsfonts.com> – Phil's Fonts

<http://www.p22.com> – P22 Type Foundry

<http://www.synfonts.com> – SynFonts

<http://www.t26font.com> – [T-26] Fonts

<http://www.3st.com> – Thirstype

<http://www.treacyfaces.com> – Treacyfaces/Headliners

<http://www.virus.net> – Jonathon Barnbrook/Virus Foundry

<http://www.chank.com/zangofonts> – Zang-O-Fonts

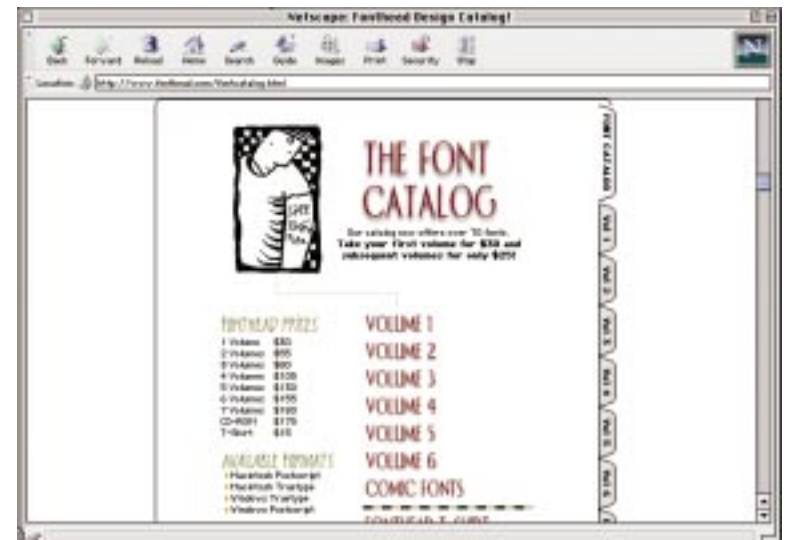
Personal favorites

These little guys happen to be my own choice of the best of the best. You can't just say the other site were bad, because any company or individual that takes the time to produce a user friendly and Mac friendly site deserves a pat on the back.

First up and my editors choice would be the truly excellent Fonthead designs. Slick site with some stunningly simple but effective font sets. The site reminds me of the simple drawings I enjoyed as a kid, reading old comics and wishing 'I want to draw like that'.

<http://www.fonthead.com/main.html>

They have a HUGE collection of fonts viewable in their online catalog. You can order fonts securely online. There is a selection of Free fonts. They also have resources to help you start to build your own fonts, with their tips and tricks 'cookbook' section.



My runners-up, but just as good resources for Mac users hunting down fonts online' are these steely bag of www's.

Fountain Fonts <http://www.fountain.nu/fonts/fonts.html>

Fountain are based in Sweden and are a young hip online fonting company, their site can be a little sore on the eyes at times but they have a different attitude to stunning typefaces.



If I'd have not picked Fonthead as my favorite this next site would have been it: http://www.custard.co.uk/fluid/Font_Con.html



Fluid:Fonts don't have the biggest selection in the world but they do have a very cool selection of stunning typefaces for you to hype up your newsletters or site work. They have just the right fonts for simple and fast extras for your web site (when you're on your 30th update this year).

Check the site out for yourself, nice to see a good quality UK bound site producing a high standard on the Internet (at last)!

Last but not least (really) <http://www.girlswhowearglasses.com/free.html>

An interesting and zany site for the font inflicted, good links section, free fonts, screen savers, help and more. A quality complete site. I'd have to say the site strikes me as very retro and from the 60's -70's, but hey, it works. Time and energy put in has made this another of my must visit sites.

There you go, the end of the show, must dash back to the padded room. Until next month.

darren@1984-online.com



What to do when you download a font off the Net

When you select a Macintosh font for download, it will be in 'stuffit' format (of some sorts), download it to the desktop. Unstuff.

Inside you will see a suitcase file and a printer file for PostScript fonts or just a suitcase for TrueType. These hold the information about your new font. Now, open up your Hard Disk from its icon in the upper-right corner of your desktop and look for the system folder.

Double-click on the System folder. Drag your suitcase and printer font icons into the Font folder. (Note: the screen (suitcase) and printer fonts must be in the same place or they will not function properly. This is not a problem with TrueType). You now have access to this font in all your programs. You will have to close and restart any current applications if you want them to use the new font. If you prefer you can use one of the many font management utilities mentioned in this issue (ATM, Suitcase etc.)

They're coming

Quake 3: Arena. Madden NFL 2000. Star Wars Episode I: Pod Racer. TRIBES II. Diablo II. Fly! Star Trek Deep Space Nine: The Fallen.

Some of the most highly anticipated game titles are not only coming to Macintosh but will be released simultaneously on Macintosh and Windows. Why are all the leading game developers so bullish on Mac?

Because Apple is doing everything it can to make Macintosh the best place to play games. That's why most of the people who attended the E3 game conference in Los Angeles last week had just one comment after stepping in front of a PowerPC G3-equipped Mac: "Whoa."

<http://www.apple.com/hotnews/features/e399/>

The best book for font resources could be: Web Works Typography by Jason Mills, Daniel Donnelly – Paperback - 192 pages Book & Cd edition (March 1999) North Light Books; ISBN: 1564965198 from www.amazon.com

The return of an old friend?

Extensis Suitcase 8 vs Adobe Type Manager 4.5

Chris Patmore

There was a time when just about everyone used Suitcase, for font management, and ATM was for screen crispness. As Mac OS developed Suitcase's development became static and eventually it all but disappeared.

There were compatibility problems with PowerPC, then other problems. When Adobe brought out ATM4 Deluxe that was the end of Suitcase. It was recently taken over by Extensis, the manufacturer of many solid XTensions and plugins for the graphics industry. It looked like Suitcase had returned from the dead.

I have been using ATM4 for some time now, and apart from a minor problem of compatibility with XPress 4.04 and Mac OS 8.5, I find it functional and easy to use. For old times' sake I thought I would give the revitalised Suitcase a try, but I can't say I am overly impressed.

The compatibility problems have been resolved and a couple of new features added but it is basically the same program with a cosmetic job. Sets are created in the same way, although fonts can now be drag and dropped into them from the desktop. What has been added is MenuFonts™. Previously an independent extension, it is an optional, yet integrated, feature that gives grouping by family, as in Adobe Type Reunion, font information (TT or PS) and WYSIWYG font menus. I have never found this last one to be a great feature. It requires ATM (non Deluxe version, obviously) to work, and surely if you have installed a font you must have a pretty fair idea of what it looks like. With today's powerful machines processing speed is not a problem, but on older machines I remember having long waits while the font menu drew itself. I also find it less aesthetically pleasing than Type Reunion.

Also included in the bundle is an XTension for XPress that automatically



opens (and closes) fonts when you open a document. It does, however, require the fonts to be in a Suitcase set. It is not enough for it to be on your hard drive or server. This feature is available in ATM and is global rather than exclusive, and the latest version, 4.5, has overcome that rather annoying habit of leaving all fonts it has autoloaded open. It even offers several options of when and how fonts/sets are activated/deactivated. ATM will even use its Multiple Master technology to simulate fonts if they are missing from our system.

The final part of the Suitcase bundle is FontAgent, a utility very similar to FontBox, that will scour your disk for all fonts and sort them for you, removing duplicates and warning of damaged fonts and missing screen or printer fonts. It can be a great help if you work in a large studio or repro house but use it with great caution. As they say, 'always read the label

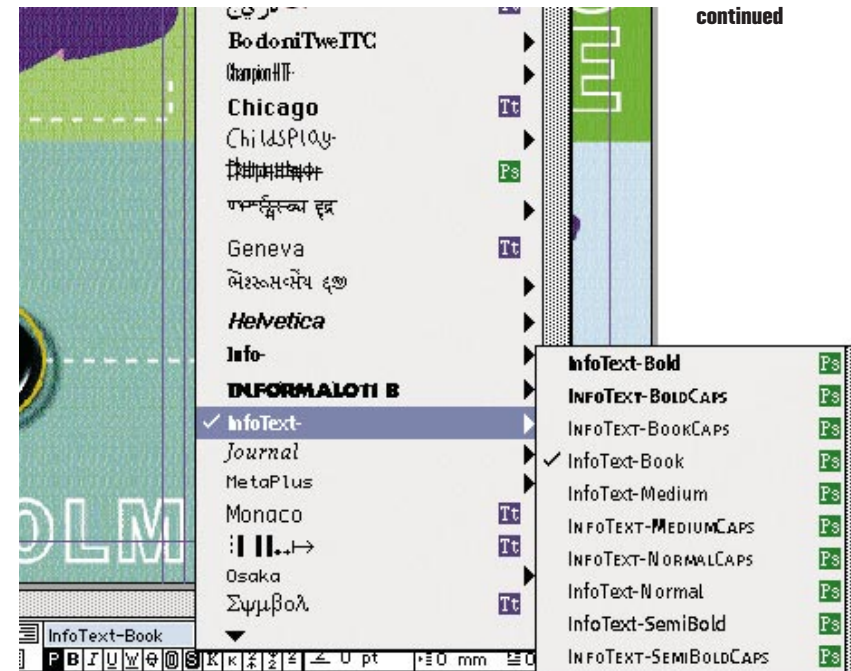


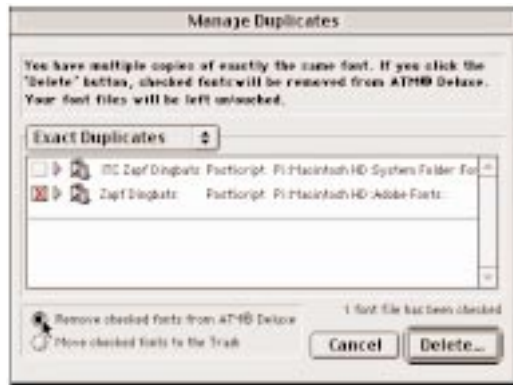
Suitcase returns with a facelift but not so pretty font menu (below) and an XTension for QuarkXPress to automatically open fonts

first'. It will move ALL fonts to a new Fonts folder including those needed by the System! If you are a lone Mac designer then a bit of careful house-keeping is much safer. If you work in a studio then you probably have

neither the time, nor inclination, to run this program.

ATM now offers Manage Duplicates a fully controllable method of managing duplicate fonts on your system, giving a variety of solutions.



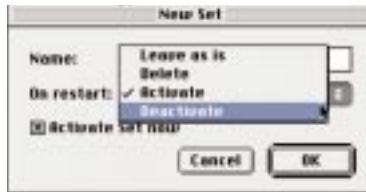


New features in ATM Deluxe 4.5 address those missing from the previous version

It will even check for matches whenever a new font is added to your system. ATM also now offers drag and drop in both directions. You can drag a Set from ATM to a removable disk and all the fonts will be copied for sending to a bureau. (The interesting thing is that in their documentation Adobe support sending fonts to bureaux, even though according to their font licensing it is illegal.) So using a pre-flight program or an XTension like Font Collector (see this issue's XPhiles) should not really be such a problem.

Also included in ATM 4.5's bundle is an updated version of Type Reunion and 15 display fonts.

When comparing the two feature for feature and value for money I can't really see Suitcase returning to its former position of glory. ATM 4.5 is now an even more powerful Type Manager offering all that Suitcase does, and more, but in a more tightly integrated package with a cleaner interface. Price wise they are about equal which does make ATM slightly better value with its inclusive fonts.



For those who could never quite get to grips with ATM Deluxe will welcome the return of Suitcase and its added features. A word of warning – be very careful using FontAgent, particularly if you are fairly new to the Mac.

With the timely release of ATM 4.5 Suitcase will not go beyond being a demo version on my machine, especially as it still requires the free, non Deluxe version of ATM. If you want to test Suitcase 8 for yourself you can download it from <http://www.extensis.com>. chrispatmore@innocent.com



Font Reserve

Mark Tennent

Back in the good old days when Stephen Jobs had more money in the bank than William Gates, real Mac users moved their typefaces around with an application called Font/DA mover. This was a particularly unintuitive piece of software with a nasty habit of creating font clashes and more hassles than it solved. In response, Extensions such as Suitcase and MasterJuggler were developed to replace Font/DA mover and to make typeface management less of a chore.

For many years these two ruled the roost even after Apple changed the way fonts are handled in System 7 and made it easier to overload a System with hundreds of fonts. A problem with Suitcase and MasterJuggler is that they are small, low cost pieces of software that earn only small sums for their publishers. Consequently they have remained largely as they were when first issued bar a few upgrades for System compatibility. They also suffer from being geared to managing suitcases rather than type libraries and for being Extensions rather than applications – with the resulting potential for conflicts. Then along came Font Reserve.

Font Reserve is an application rather than an Extension and has an unique document-centric approach to font management. It creates a database of available fonts and makes it easy to view, activate and control typefaces. There is no need to close most applications to make fonts available, it is easy to export fonts for delivery to a service bureau and the same fonts can be shared across an entire work group. Because Font Reserve is an application rather than an Extension it can be used even if a computer is started with

extensions off. It uses Apple Events messages for communication with the database.

The way Font Reserve works is to compile fonts into a catalogue database. The catalogue gives pointers to fonts in Font Reserve's vault and any contained on other hard drives, CD-ROMs, or a networked drives. The Font Reserve catalogue is managed by the Font Reserve Browser that does the sorting, pre-viewing, and font management. It also includes a set of templates that create printed catalogues of some, or all the fonts.

When first installed Font Reserve's database is created by locating all the fonts to



Font Reserve's 'control panel' front end

manage. At the same time Font Reserve checks the fonts for corruption, it prevents addition of duplicate fonts, matches the bitmap and outline components of PostScript fonts, finds any orphaned bitmaps or outline fonts and organises all the fonts. Once the fonts are in the database, any corrupt or orphaned fonts can be deleted, new fonts can be added to the database for a single or permanent use.

Being a database Font Reserve has extensive sorting options – it is surprising to see the

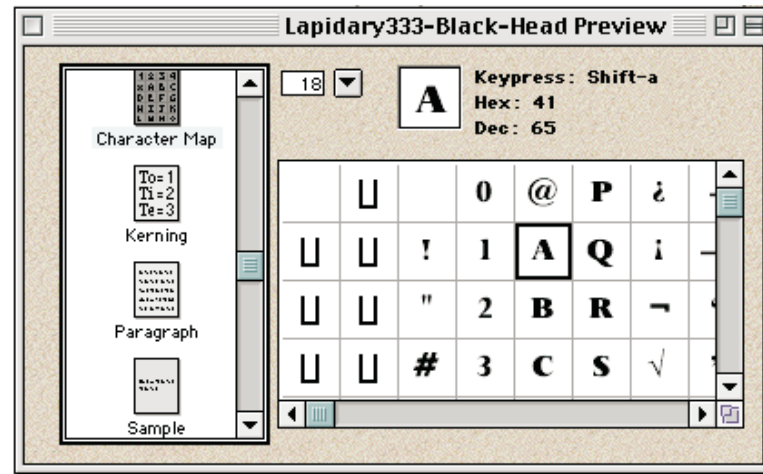
use it's own algorithms to apply labels to fonts that may lack a piece of information. This can lead to problems if it classes a slab serifed font as a script for example but is easily corrected.

Fonts can be found by their look rather than name because they can be previewed before being opened. This is particularly useful for display faces whose names often have little bearing to their look, or for selecting faces for specific tasks. Fonts can be grouped into sets, as in the same style as Suitcase and

Its real strength is that it automatically opens and closes fonts as they are needed.

information contained within the individual fonts including family, suitcase, copyright name, designer, foundry, etc. Each of these can be used to sort and find fonts by using user-defined filters. For example, you might create a filter to locate all the Postscript or TrueType ornamental fonts from a specific foundry or designer. Font Reserve also seems to

MasterJuggler. Once fonts are in a set, they can be activated simultaneously, copied as a set to a back-up disk, or exported for a service bureau. Some of this is unnecessary as applications such as Pre-Flight and Flight Check duplicate the role plus check out the document containing the fonts. The real strength of Font Reserve is that it automatically opens



Part of Font Reserve Application showing the opened preview window

and closes fonts as they are needed. This is ideal for a service bureau who may already have the fonts contained in the document they receive. Font Reserve can open temporarily the client's fonts accompanying the document and then pick which ever version is the best, either the bureau's or the client's.

The application called Font Reserve is controlled via a further application that functions as if a control panel. In reality it is only an alias residing in the Control Panel folder, placed there for convenience. Other aliases to further parts of Font Reserve application suite can be stored (or not) in convenient places allowing one to enable and disable the database,

automatically activate fonts used in documents, change the memory partition, and manage the Font Reserve Database folder. An alias in the Start Up Items folder runs Font Reserve at start up though it can be run just as easily after the Mac has started.

Since Font Reserve uses Apple Events messages for communication with the database, the software has specific system requirements and this may be the only drawback for low end Macs. You can use Font Reserve with any Macintosh or Power Macintosh computer running Mac OS System 7.5 or greater up to and including 8.6 as long as you have enough RAM. Default settings are 6 or 7 megabytes, a lot to lose if RAM is in short supply.

On the other hand, Font Reserve runs trouble-free under Virtual RAM, with a consequent lowering of the RAM required.

According to its 188 page PDF manual, Font Reserve 2.0 supports WorldScript: It will run with any language version of Mac OS or any Mac OS with a language kit installed. Font Reserve supports the appropriate default font for the language and renders type correctly (for example, Hebrew text is rendered from right to left).

The conclusion has to be that Font Reserve is stable, well thought-out and a boon to Mac users who manage typeface libraries or take in files from third parties. In use it is easy to operate without reading the manual, Balloon Help is fully implemented and in a new way – Apple please note. Clicking on the help icon next to a dialogue box brings up Balloon Help for as long as the mouse button is held down. A limited but fully working copy of Font Reserve is available for download from <http://www.fontreserve.com> or on various magazine cover CD's.

mark_tennent@1984-online.com



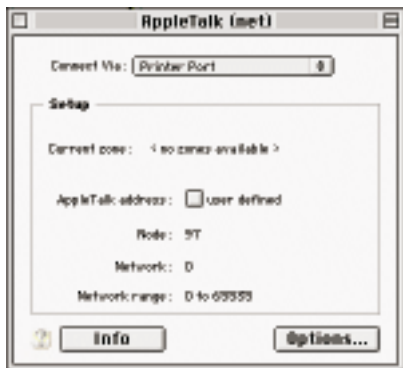
Networking your Home for Fun and Profit – 2

Nicholas Klingaman
Software

Last month we discussed various ways to build your own home network. Now that all the computers in your house are hooked up, whether via phone cable or a hub, it's time to actually get the network up and running. Thankfully, the necessary software is already installed on your computer in the form of the AppleTalk control panel and the Chooser.

Choose your weapon

The first step in getting your network running is to set up the AppleTalk control panel. It can be accessed either through the Apple menu (under the 'Control Panels' submenu), or by opening up your System Folder, then the Control Panels folder. In either case, you should get a window that looks something like this:



If instead you get a dialog box asking you whether to initialise AppleTalk after closing the control panel, don't be alarmed. Simply click "OK" and then you should get the window pictured above. Basically, the AppleTalk control panel tells your computer what type of network it should look for. Therefore, if

you are using ethernet, you need to change the selection box at the top of the control panel to reflect this. If you have created a Local Talk network, then

you need to select the port (printer or modem) that you are using for the network.

You probably don't need to worry about the rest of the information in the AppleTalk control panel. It's used primarily for large company-wide networks and usually won't apply to a small home network like the one we're setting up. You must set up the AppleTalk control panel for every machine that you want to be able to connect to the local network.

What if I don't want my annoying nephew to have access to my network?

Then you're in luck. Even if you don't have anyone you want to protect your network from (and I envy you if you don't), you still must set up user names and passwords for those people, including yourself, that you want to be able to use the network. To do this, open the Users and Groups control panel.

Click on the "New User" button and type in a user name and password for the person. Remember to repeat

this for each user that you want to be able to connect to the network.

The next step in this process is to determine what files and folders should be "shared" across the network. Go to the File Sharing (in earlier versions of the MacOS called Sharing Setup) control panel and turn on File Sharing. Then click on the icon of your hard drive in the Finder and choose Get Info (called Sharing in earlier versions) and then select Sharing from the drop down menu. You should see a list of all the users that you have set up in the Users and Groups control panel, followed by an icon. This icon determines what kind of access the user has to files on this computer. A pair of glasses means they have "read-only" access (they can see files and open them, but can't make any changes); a pencil means they have "write-only" access (they can only write files, they can't see them); and both icons together means they can do just about anything that they want. Select the type of access you want for each user.

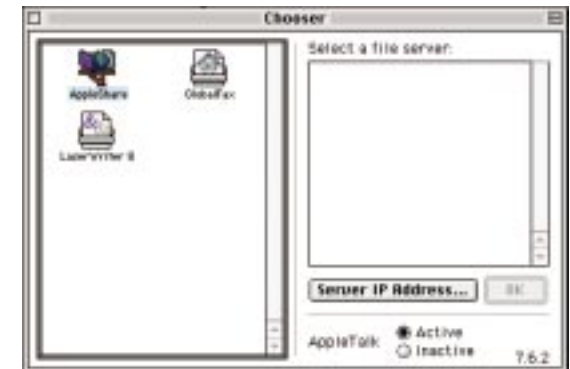


Okay, enough already. How do I start using this thing?

Simple. Remember the Chooser, the little window that you choose your printer from? Well, it also facilitates network access. Open the Chooser from the Apple Menu, and you should get a window that looks something like the picture below.

Choose the "AppleShare" selection. This should bring up a list of all the computers on your network. If it doesn't, then make sure you've followed all the steps in both this article and last month's. Choose the computer you want to connect to, type in your user name and password, select the drive that you want to access, and hit "OK." Bingo! You now have access to your other computer. I know it was a lot of work, but in the end I think you'll find that it was worth it.

If you have any further network-related questions, any problems with your network, or any questions or comments about this article or column, then please e-mail me at: appletalking@home.com.





Having spent several fun, though fairly arduous, years learning all about how to create interesting web pages using HTML and a variety of other techniques, we realised that we had started communicating in a language that made little or no sense to our clients taking their first tentative steps in Cyberspace and wondering what all those funny looking brackets and coding were about. So this leads rather nicely in to our new section serialised here in 1984 for your monthly dose of techno normality

We were spending so much time explaining stuff to others, we were running out of time to do the fun, creative stuff ourselves. The answer was fairly obvious... a book to bridge the gap. Something that would both entertain and educate. We have not restricted ourselves to simple non-techie information though certainly that was our starting point.

If something came up which we ourselves wanted to learn about, we added it to this book too. There should, therefore, be something for everyone interested in the art of web authoring and the nuts and bolts of getting their work up and running.

Lesson one: Ignore jargon.

The only thing you'll need to know is that WYSIWYG "What you see is what you get" is going to make your life a whole lot easier than fiddling around in all that murky hypertext mark-up language (HTML) with all those peculiar shaped brackets. What you need is an application that does it for you – fortunately WYSIWYG applications do just that. There are a large number of them available – the three I'd most recommend are VisualPage from Symantec, HomePage from Filemaker Inc. (formally Claris), and PageMill from Adobe. That's it. Job done. VisualPage is so easy to use you'll not even need the manual. I have never once opened the bonnet of my car – but I can fill it with petrol and get from A to B - that's what a WYSIWYG application does – gets your work onto the web

without you having to worry about the techie stuff.

Having said that, I might as well fill the rest of this page with some techie stuff you can choose to ignore if you want. If you want to see what this page, for example, looks like "under the bonnet" then all you need to do is lift the lid and this is how you'll do it:

With your browser (that's probably going to be either Netscape Communicator, or Microsoft Internet Explorer) you simply need to click up on your menu bar on the View menu – that will open a pop up menu list and on that list you'll see Page Source – if you click on that you'll see a new page open up – it'll start with a load of scary stuff that begins something like this:

```
<HTML>
<HEAD><TITLE>HTML for
  Technophobes</TITLE></HEAD>
<BODY BGCOLOR="#FFFFFF">
<P>
<FONT SIZE="5">HTML for
  Technophobes. </FONT>
<BR>
<BR>
<B>Lesson one. Ignore jargon</B>.
<BR>
```

Don't panic – you can close that page again now.

95% of the stuff generated in these pages you can safely ignore and I won't even bore you by telling you what it is... if you didn't leave the room reeling with sudden nausea, the more discerning of you will

notice that in amongst all that crud is some writing that looks exactly like the writing on this page. Aha! First light in the darkness. The blue colour, by the way, is only to make it easier to see what is techie stuff and what isn't. It's the brackets not the colour that makes it do exciting things.

For a piece of text to be a html file it simply has to have <HTML> in front

must come down – think pairs. Your thingie in the bracket has gone and told your browser that it wants it to display the information in a special way. It'll go on displaying it that way until you tell it to stop – that's where the forward slash in the second of the pair comes in BOLD

... alright kids bedtime. We'll do images next month after I've brushed up on it.

95% of the stuff generated in these pages you can safely ignore

of it and </HTML> at the end of it. If you do that your browser will know it must behave itself and show the page to you ignoring all the frightening stuff in brackets. Now we've gone this far you might as well know what some of these scary brackets can do for you.

This one <P> creates a new paragraph – which is really useful isn't it? Every time you put that into your page – bingo, a new paragraph will appear. And this one
 is a new line. It's a carriage return Baby that's all – it won't bite. This one which makes your text bold is only slightly scarier because you have to remember that you can't have a without also having a In general, if you're in doubt, assume that what goes up

XPhiles

XPress tips and XTension news and reviews by Chris Patmore

It takes all types

XPress has always been known for its typographic accuracy, the ability to create your own kerning tables and adjust in thousandths of a point. Unfortunately a lot of people do not utilise this power either because they do not have the knowledge of the program or the inclination to do it. As a result there is a lot of bad typography produced in XPress and there is a tendency to blame the program or the platform rather than a lack of skills from the operator.

There are no hard and fast rules to typography, as in any creative endeavour, and any rules that existed are completely abandoned in 'modern' type. The setting of type is really in the eye of the beholder and what satisfies one person will annoy another. Some like loose setting, some like it tight. Some like it justified, others like it range left and very ragged while others prefer it cogent. The important thing is to make it legible. Different areas of typesetting require different approaches. Editorial design will require more attention to copy fitting while advertising requires more attention to kerning in headlines. And, of course, each typeface has its own idiosyncrasies which also varies from foundry to foundry (or do we call them software houses now?).

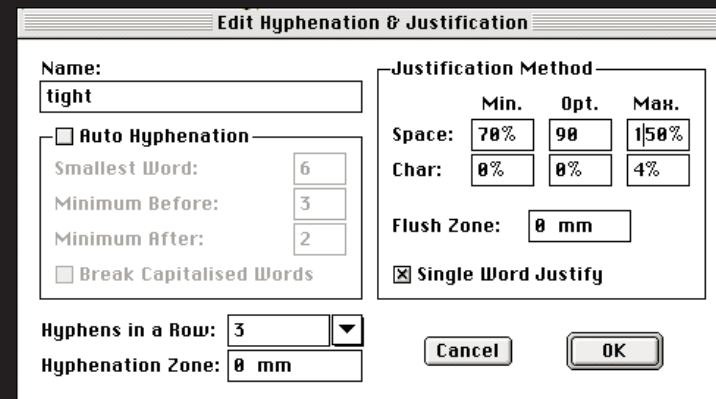
In previous XPhiles I have covered Preferences and Style Sheets as the basis of good working practices with type. Setting the Hyphenation and Justification Preferences is vital to achieving good 'colour' in your setting. XPress's defaults are far from perfect and it really is a good idea to create different tables for different jobs and different fonts. Take hyphenation, for example. XPress's default is unlimited hyphens, whereas most

typographers agree that the most should be three and some even say that two is really the maximum. Yet while I was working in Italy they were quite happy to have five hyphens in a row, even breaking people's names (mind you they hyphenate when writing by hand!). Personally I prefer to have auto hyphenation switched off. It does mean checking the whole document manually and inserting discretionary hyphens (Apple-minus) where necessary, and tracking individual lines (in or out) so that everything fits nicely. It is a lot of work, but pride of craftsmanship is its own reward.

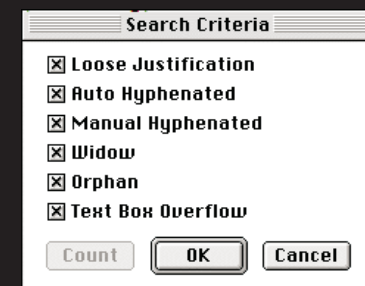
It's not all sweat though because Quark has a free XTension called TypeTricks (available for their web site www.quark.com) that will check your document for loose justification, hyphens (manual and automatic) plus widows and orphans. Although it does not correct them it will find them for you so you can correct them as you see fit. The other tricks it can do is create fractions and kern word space (as opposed to the usual letter space).

On the subject of kerning

Theoretically when you buy a font it should have all the kerning pairs included. The larger, more reputable foundries (Adobe, Monotype, Berthold, Agfa, Bitstream etc) go to great lengths to



An example of H&J prefs for setting tightly justified type



Quark's free Type Tricks XTension offers many options for checking your typesetting

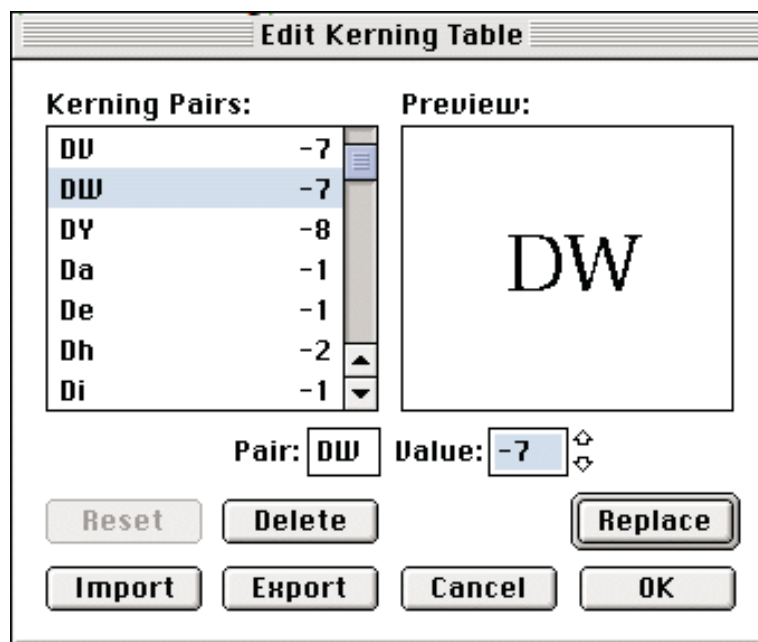
make sure this is done to a very high standard and this is reflected in the price. Producing perfect kerning pairs can take longer than the actual drawing of the characters. XPress includes a Kerning and Tracking Editor that allows you to set customised kerning pairs for fonts used in XPress.

One of our clients insists on using OCR-B for setting the documentation of one of its services. This is a monospaced font designed to be read by a scanner (like the numbers on the bottom of your cheques). In body copy it is easy enough to get away with tracking it in tight, but on headlines and sub heads it needs personalised attention, or setting the kerning pairs in the Kerning Editor (or doing it in Fontographer and creating a 'new' font). With the first option you only need to include a copy of the Kerning Table rather than the modified font (which is probably illegal anyway and could cause confusion when sending to repro).

Another free XTension that I have mentioned before is indispensable when sending your work out to repro (especially if you haven't invested in a preflight program). Meadows Font Collector will collect the fonts used in a document into a folder with the job. It will also embed fonts into XPress EPS files, which makes it ideal for publications that refuse to take fonts. This can be downloaded from <http://www.meadowsinfo.com> ALAP (a lowly apprentice production <http://www.alap.com>) produces FingerType, an XTension that allows you to interactively kern type by actually pushing the letters closer together. I'm not convinced about the advantage of working like this, as the standard method works just fine.

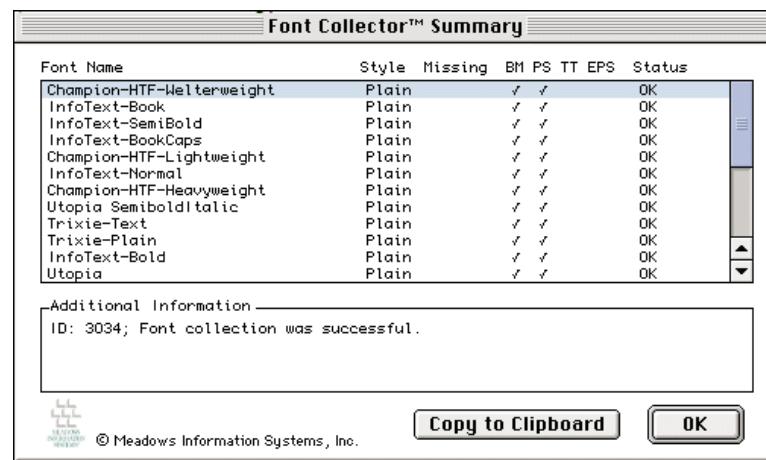
There are even some XTensions for creating 3D type directly in XPress but I would personally use a dedicated program and leave XPress to do what it does best – set type and create repro ready documents.

There is one feature of XPress 4 that will turn type into a graphic element. Under the Style menu is Text to Box, which does exactly



Kerning Tables allow you to fine tune type in XPress without altering the original font.

Font Collector will gather all the fonts in a document and its placed EPS files for sending out to a bureau. It will also embed the fonts in a Quark EPS.



that, it converts a selected line of text to a picture or text box into which copy or a graphic can be inserted. Used with discretion it can produce a useful design element but it can easily overused. Due to time and space constraints this is just a brief look at some of the ways of working with type in XPress. Remember if you have any specific queries please e-mail me at chrispatmore@innocent.com

Updater

Sleeping with the enemy

There has been a lot of talk about K2 the 'Quark killer', now officially known as InDesign. I went to one of Adobe's presentations the other day and I must say the whole concept does look quite impressive. What impressed me most was that things I've been talking about in my columns over the last few months seem to have manifested. The obvious one is the creation of a new program and the abandoning the now ancient and bloated PageMaker, which has been relegated to the corporate Windows' world, where they probably think they are using a cutting-edge design tool. XPress is in the transitory stage between versions 4 and 5, and it was at this stage that PageMaker started to fail. I hope that Quark have delayed the release of the Beta of XPress 5 to have a bit of a rethink and not fall into the same trap as its rival; an outdated program that was being enhanced by adding new features just to keep up rather than starting from scratch. Quark did it with version 3 of XPress and captured the market. Is Adobe about to do the same? InDesign has almost everything I sent on my wish list to Quark. Seamless integration with PDFs (well it is Adobe's technology), the ability to drag and drop images from other graphics programs, the ability to import native Photoshop files, small modular program with specialist features coming as third party plug-ins, low cost (for introductory period at least), improved output handling (again Adobe invented PostScript), plus a host of typographic niceties and enhancements including foreign language hyphenation (without having to buy a separate program). Adobe have done their homework well, even allowing

InDesign has almost everything on my wish list

XPress files to be imported and exported and the option of allowing it to simulate the XPress environment with familiar keyboard shortcuts, as in Macromedia FreeHand. Will I be moving over to InDesign? Not in the first wave. XPress has a monopoly in the design world and that's my bread and butter. I made the mistake of buying Letraset's DesignStudio way back after being frustrated with XPress 2 and PageMaker 3. But as soon as XPress 3 came I was left with a program that had almost no support at repro, despite a lot of innovative features.

The other factor dissuading me is Adobe's interface. Although the concept is commendable and for those who use Illustrator and Photoshop daily it will be a boon, I am not a big fan. I am FreeHand user and find Illustrator completely unintuitive (but that's another debate for another time). Photoshop, we have no choice. Quark killed off XPosure, a program that could have done to Photoshop what Adobe want to do to XPress. It had features that have only just appeared in Photoshop (like the History palette) and some that have not, yet.

InDesign is certainly full of promise and features, and Adobe is taking a very realistic attitude in its approach to conquering the market. In fact if it does dominate it will be because Quark lost the battle, not because Adobe won.

My advice to XPress users - wait for XPress 5 before making a decision. Quark may surprise us all and listen to its users.

More Freebies

The nice people at Badia Software have released another quality free XTension. Vistas XT is similar to the Navigator palette in Adobe's software, or alap's XPert Pilot. It gives a zoomable thumbnail view of the current page, plus a list of all pages in the document to take you to the page required. The collapsible palette sits under the Tools palette to minimise screen clutter. It also has an 'undo' function to take you back to the previously selected view. It is available to download now from <http://www.badiasoftware.com>

Quark have re-released their PDF Filter at version 1.1. It will now import single pages of a PDF document into an XPress picture box and print it at high resolution. The picture quality is dependent on how the original file was created. The export function still requires Acrobat Distiller and I still find it easier, and more successful, to use LaserWriter 8.6 to create PDFs. The fact that it will now print PDF files is worth having it installed as you will be able to import page layouts into XPress documents without having to create huge EPS files. Download it from www.quark.com/files/xtquarkxts_40.html



FAQ's 101: What's a Virus and what does it do?

Darren Edwards

“To be true to its cause a virus is a piece of software written to disrupt your Mac's normal look, feel and routines without your permission (and in most cases without your knowledge or direction)”

The first thing to always remember if you get a virus is NOT to PANIC, if you do you might bin, crash or worse – loose massive amounts of data you have painstakingly put on your hard drive. Stay calm and think. But anyway – what the hell is a virus?

A virus is...?

Wherever we might have picked one up from, the underlying fact is that a virus causes disruption. The levels of disruption is dictated by the wrath of the hell-bent programmer who spawned it. In simple terms the computer virus is written to mask its way on to your hard disk(s) and alter the running state of your machine. All a virus wants to do is spread systematically, replicate, multiply however you put it – it just wants to copy itself, damage and run.

Facts:

Over the years I have found these three facts, the unwritten rule:

The Cloak

The virus needs to get its hands on your Mac, it will use any means possible such as:

- Attaching itself to email
- Trojan horse application masking
- Files, text or pictures

A Trojan horse is an application masking/carrying the virus, e.g. (one I have had before is a good example) a Printer driver Extension put in your System folder only to find your Mac's icons next time you start up are all replaced by a winking skull and cross bones, with the message 'have a nice day' under my trash can icon! This was played as a simple 'joke' on me some years ago.

The only problem with the joke was that the Extension replaced my own printer Extension and permanently damaged my trash can icon. I needed to replace my printer software and then a clean install due to secondary unforeseen problems. It's no joke when you work horse Mac gets tampered with, wasting time and in many cases money.

The Trigger

Always there is a 'trigger'. The trigger is the launch of the host or Trojan horse or software the virus has attached itself to.

The Damage

Whatever the after effect, damage of some magnitude is inflicted, some examples of this could be:

- Messages like “are you having a nice day”. (Not really my system is now in need of repair).
- Flashing, blinking, colour changes, icon changes

- General misbehavior by your normally calm Mac
- File corruption, deleting or alteration
- Crashes, freezes and unrequested restarts

their data backed up every 12 hours.

OK here is the sucker punch. The artworker puts his disk in the Mac without the anti-virus software. All the Macs are networked together but no one has bothered to set up protective areas such as System

disruption is dictated by the wrath of the hell-bent programmer



The damage factor:

On a lighter note us lucky Mac users don't have too many viruses hanging about, but they still need to be taken seriously.

Try to asses the damage caused by lack of prevention.

Example scenario:

A design company has a rush project to finish for a customer. The deadline is 24 hours away (rush projects are always 24 hours away), so far there has been 150 hours work put in to the project. Two of the artworkers are working from home, only coming in to hand work in or send the files via email.

The last piece of the customer's portfolio is on a zip disk from one of the artworkers who works from home. He does not use an anti-virus program as he thinks his Mac is fine. The company has three Mac's two have an anti-virus programs and all have

folder scans. It's been 11 hours since the last back up. The artworker's disk has a virus he picked up from downloading example artwork from his own personal site he lets his mates upload/download to. He copies the file to the other two networked Macs and then he opens the infected files and wham, things start going wrong.

A simple example of some (many) companies lack of policy pertaining to employees' media and protecting their machines correctly.

Add the smoke and the fire will follow, you never know.

Tom's on holiday so I'm filling in this month while he lives it up, I don't know, writers eh! – Darren



Think Andrew™

Mac OS X PART 2

Andrew McNaughton

Apache 1.3.4, The World's No. 1 Web Server

Mac OS X Server includes a fully native port of the Open Source Apache 1.3.4 web server. Touted as being “A technical marvel that commands more than 50% of the booming market for Web server software.” It’s designed with single-button setup to get your web server up and running in minutes.

A Mac OS X Server-based Apache web server provides the fastest performance when compared to the other hardware platforms.

On Test

Mac OS X Server scored 740 connections per second on 100Base-T Ethernet compared to a Dell 450MHz Pentium II Red Hat Linux server, which scored 600.

WebObjects 4.0.1, The World's No. 1 Application Server

WebObjects is, like Apache, the No. 1 product in its market. Transaction management, dynamic data access, content-generation capabilities and ease-of-use are just some of its strengths. Just take a look at the Apple Store on-line and you’ll see how Apple put its own product to use in the form of on-line shopping. Adobe www.adobe.com uses it for on-line product registration.

Touted as the most flexible and scalable server for deploying network applications for Intranets or the Internet that can connect to multiple databases and generate HTML and Java user-interfaces for standard web browsers. To start you off, Mac OS X Server comes with a 50-transaction-per-minute license which will allow you to evaluate WebObjects applications or deploy them in medium-sized workgroups.



A Mac OS X Server-based Apache web server provides the fastest performance when compared to the other hardware platforms.

Enables you to assemble pre-built components to create powerful reporting, e-commerce solutions and MIS applications. For more info see www.apple.com/webobjects

Macintosh Manager

Macintosh Manager is a technology for storing the user’s computing environment on the server, so that the user can obtain his or her environment from any Macintosh on the network. This can include application preferences, desktop patterns and fonts, depending on the level of customisation allowed by the administrator. Macintosh Manager is based on, and can be considered as, the replacement for At Ease for Workgroups 5, an earlier Apple product available only to education customers.

It supports Macintosh clients that have 68040 or PowerPC processors, running System 7.5.1 or later, and have at least 32MB of RAM. This means it can serve just about any Macintosh produced by Apple from 1994 to the present day and beyond.

Macintosh Manager on Mac OS X Server can serve both NetBoot and non-NetBoot clients, and there will be a version of Macintosh Manager for AppleShare IP/Mac OS 8.5-based servers.

What else?

Print spooling is, like Unix, based on LPR and you can print to any Postscript-capable network printer over either AppleTalk or TCP/IP. There are also a number of third-party print spooling products available for the publishing industry.

How many clients can one Mac OS X Server-based Macintosh G3 Server handle?

- 🍏 Millions of Web transactions a day;
- 🍏 Approximately 50 NetBoot clients;
- 🍏 Over a thousand AppleShare clients;
- 🍏 Thousands of Macintosh Manager clients.

The actual number of clients supported depends on your network environment, usage scenarios, and hardware

configuration. A full 100Base-T Ethernet or faster Network is required. A native backup solution is being developed by the Omni Group and will be made available for free at www.omnigroup.com/Software/Backup

Retrospect will also be available in late 1999.

What is the foundation for Mac OS X Server?

It's based on the Mach microkernel that roughly corresponds to Mach 2.5. This microkernel is integrated with an implementation of BSD 4.4 to provide a full Unix-style operating environment. Mac OS X Server contains native support for 100% Pure Java (JDK 1.1.6).

Does Mac OS X Server use a command line interface, at all?

The primary interface is Mac-like, allowing administration with graphical tools. For administrators who prefer the command line or make use of Telnet/rlogin for remote administration, a Terminal application and several Unix shells are included, as well as standard tools such as NFS, FTP, Perl, Tcl, and Emacs.

Does configuring Mac OS X Server require editing configuration files?

No. Mac OS X Server provides a friendly Setup Assistant and a rich set of graphical administration tools. Editing configuration files is not required for basic use of any of the core services.

Does Mac OS X Server contain the Carbon API, i.e. is it the same as Mac OS X?

No. The Carbon API will be included in the client-based Mac OS X, which will include an upgraded version of the Mac OS X Server foundation. Mac OS X is scheduled for release in late 1999, and the user experience will be optimised for a desktop operating system and will be more familiar to today's Mac OS users. Over time, Mac OS X Server will incorporate features currently only available in AppleShare IP. Mac OS X Server will evolve into a bundle of services built on top of Mac OS X, the same way AppleShare IP currently builds services on top of Mac OS 8.5.

Mac OS X Server will evolve into a bundle of services built on top of Mac OS X, the same way AppleShare IP currently builds services on top of Mac OS 8.5

How does Mac OS X Server provide greater scalability than AppleShare IP?

It does so in four key ways :

- 🍏 The core system supports over 1,000 simultaneous user connections;
- 🍏 The multithreaded file system can handle over 4,000 open files per process;
- 🍏 Advanced networking provides support for multiple 100 Mbps network interface cards, allowing simultaneous full-bandwidth file transfers across multiple subnets.

Does Mac OS X Server support SMB or CIFS?

Mac OS X Server does not ship with support for SMB or CIFS. However Samba, which is freely available under the GNU public license, provides support for these protocols. For general information about Samba go to <http://www.samba.org> Samba for Mac OS X Server is available from <ftp://ftp.next.peak.org/next-ftp/rhapsody/Applications/Network/>

Will there be future releases of AppleShare IP?

Yes, but Apple is not announcing specific plans at this time.

Apple plans to incorporate identical, or equivalent functionality to AppleShare IP into Mac OS X Server and it will become Apple's sole server operating system product.

Is Mac OS X Server the same as Rhapsody?

No. Mac OS X Server leverages a number of the technologies formerly called Rhapsody. In addition, it includes some of the innovative services that were not part of the original Rhapsody project. Rhapsody was an attempt to move away from the Mac OS; whereas Mac OS X Server achieves the opposite, by advancing the Mac OS in time for the demands of the new Millennium, leapfrogging the competition.

©Andrew McNaughton

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Replacing a Flat Battery

Frank Brook of MACus

Every Mac has a small battery which will need replacing occasionally. It's easy to spot when it needs replacing because the special memory known as the Parameter RAM, or PRAM (pronounced Pee-Ram) has forgotten its previous settings.

The PRAM is used to store some system and application settings that are not stored in the Preferences folder. They are settings needed at system startup time, before the System and Finder have been found and loaded. If the battery's flat it can't remember the previous settings when you turn your Mac on.

The Common Symptoms

If your Mac is roughly 5 years old (eg Classic, LCIII or Performa 400 vintage) and you suddenly notice that several settings keep changing every time you restart, then it's likely that your PRAM battery is flat.

- date is wrong (eg 1956)
- time is wrong (eg around midnight)
- time zone has been forgotten
- AppleTalk has been turned on
- StyleWriter has stopped working
- EtherTalk networks reset to LocalTalk
- Mouse movements seem sluggish
- memory 32-bit addressing has turned off
- you are left with just a few MB of memory
- Folder protection settings change
- the startup sound happens twice, not once
- display settings (some Macs) changed
- PowerBook settings have changed

Not all these symptoms will happen to your Mac and not all

of them happen every time. The date and time symptom and inability to print are probably the first things you will notice.

Saving Good PRAM Settings

As an interim measure, until you get the battery replaced, you can manually reinstate all the settings that go wrong each time you turn on your Mac. But you may find that a tool like TechTool (on cover CDs) useful because it can save your PRAM settings and you can quickly restore them at a later date (repeatedly). There's no option but to manually reset the date and time, TechTool isn't clairvoyant.

Types of PRAM Battery

There are several kinds of battery used in Macs, so check to see what kind you have. You can get details from Apple's Internet site (details below) or simply take out the old battery and show it to a store owner.

What Models?

This article focuses on just one type of PRAM battery, the 3.6V Lithium type used for many Macs that are likely to need a new battery about now.

Without opening them all up (let alone owning them all) I think the SE/30, Classic, Classic II, Colour Classic, Colour Classic II, Iix, Iicx, Iici, Iisi, Iivi, Iivx, Iifx, LC, LC II, LC III, LC 475, LC 520, LC 550, TV, Performa 2xx, 4xx, 520, 550, 560, 600, 611x, Centris 610, 650, 660AV, Quadra 605, 610, 650, 660AV, 700, 800, 840AV, 900, 950, PowerMac 6100, 7100, 7200, 7215, 7300, 7500, 7600, 81xx, 8200, 85xx, 8600, 95xx, 9600 all use the same 3.6V Lithium battery. Some Macs, such as the Iifx require two.

The safest bet is to crack open your Mac (not literally) and have a look.

Flipping Your Lid

I'll tell you about "pizza-box" Macs, like the LC series and the older Performas, because they're the one's that seem to be prone to losing their juice at the moment. How to get into your every kind of Mac is an article in its own right.

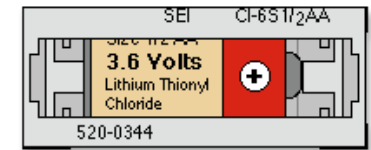
You'll need to remove a screw and ease a pair of tabs before you can lift the lid off a "pizza box". I assume you'll be standing towards the front of the Mac.

With the lid off, you'll see a

green circuit board smothered in electronic components.

Finding the Battery

Somewhere on the circuit board will be a stubby battery inside a plastic battery housing (or two for some Macs). This illustration shows you what to look for.



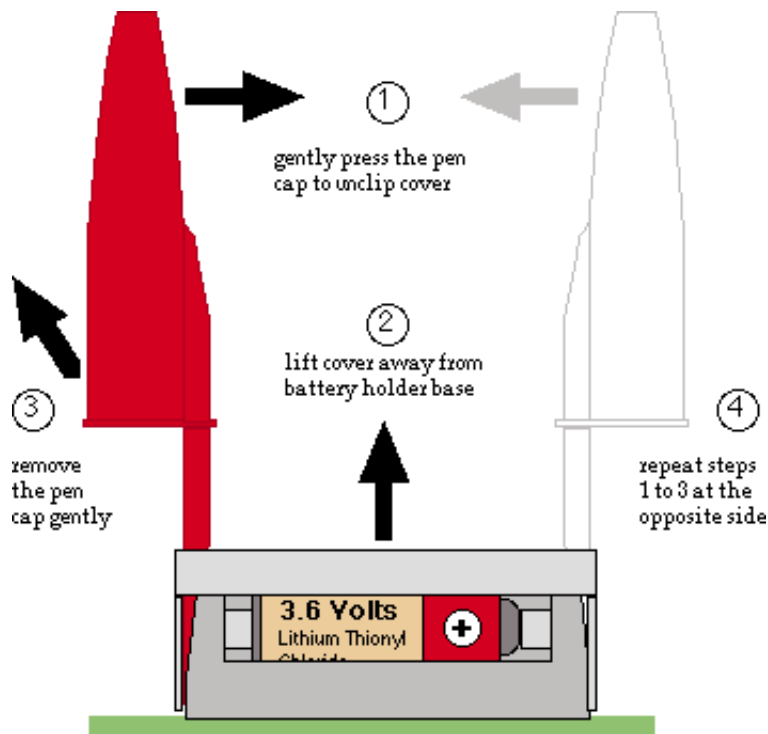
Accessing the Battery

To remove the battery you'll need to pop the lid off the the battery holder. This is where a biro cap comes in useful – a Biro cap is less likely to scratch the circuit board than a screwdriver if you are ham-fisted. Batteries may be cheap, but Mac circuit boards aren't. Take care.

The object of the Biro cap is to unlatch the tabs of the upper part of the battery holder from the base, first at one end and then the other end. It may take you several attempts – I found it easy on one Mac and difficult on another.

Removing the Battery

Once you have the lid off the battery holder, notice which



way around the old battery is. You should find a (+) sign at one end and similar marking on the base of the holder when you remove the battery.

Buying a New Battery

This article is predominantly aimed at owners of a particular kind of Mac – the kind with a 3.6 Volt Lithium battery that’s half the length of a standard AA battery. Beware though, there’s a 1.5 Volt battery that looks very similar and it’s not a suitable replacement.

As it’s not the most popular of batteries, you are unlikely to find it in high street shops and market stalls. It is however available from Apple dealers (part number 742-0011), electronic component suppliers such as RS Components (pro) and Maplin Electronics (hobby). The battery costs around a fiver from Maplin Electronics (part number GS99H).

If you have trouble locating a supplier, and need to quote a manufacturer’s model number, one of Hitachi Maxell ER3S, Tadiran TL5101

or TL2150, Electrochem 3B26, Ternacell T04/41, Varta VL1/2AA or Radio Shack 23-026 (Tandy) should do the trick.

Fitting the Replacement

As the car manuals say, replacement is the reverse of removal. Put the new battery in the correct way (there’s a + and - in the base!), put the battery cover back on, then finally put the lid of the Mac back on and you’re away. What happened to that screw at the back? Oops. Lost it.

Too Wimpish?

Frank hates shopping so is reluctant to get the battery for you. He will however tell you where you can find an Apple dealer or Maplin Electronics store, then lend a hand to fit the battery.

Apple dealers are happy relieve you of the pain and strain of DIY for about £20.

Setting Things Up Again

No matter who fits the battery, you’ll need to correct your settings afterwards. If you copied your PRAM settings with TechTool before the battery went flat, then you can reinstate them easily. If not, you’ll have to do the job manually.

Getting More Information

For more information about Mac batteries, Apple’s Tech Info Library article 11751 at til.info.apple.com will be helpful, as will the Apple Spec Database at Apple Software Updates area of ftp.info.apple.com. The Macintosh Battery Web site www.academ.com/info/macintosh/ may also be worth a visit.

InformINIT (on cover CDs) gives detailed descriptions of what the Parameter RAM stores and what gets “zapped” when the battery goes flat.

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System on a Shoestring

Steve Harris

Despite what the marketing types would have us believe, computing, and probably more so Mac computing, is still an expensive business. It's unfortunate that the people who probably feel the greatest need to get kitted-out are parents of school children, the very people whose budgets can be the tightest.

Ridiculous though it may seem to those of us who though using a Casio calculator/abacus was a forbidden luxury, the fact is that more and more kids use computers for their school projects around which the UK curriculum is heavily based. Poorer parents just cannot keep up with the Joneses and although any good teacher should not allow the difference between the kind of presentation that computer-produced work can provide over that of the hand-written variety, who could argue that it doesn't look better and that typed, spell-checked, CD-ROM based encyclopaedia or Internet-researched plagiarised content doesn't have the upper hand? It's back to the haves and the have-nots. It ain't fair.

So the purpose of the article is to provide some pointers on how to get into Mac computing cheaper, without sacrificing on functionality. And as we're concentrating on the basics, this advice applies to any Mac user.

Hardware

First-off, hardware. There are numerous places from which you can buy a brand-new Mac or Mac peripherals at a bargain price. A lot of the bigger mail-order companies who regularly advertise in the usual Mac magazines often have ex-warehouse stock, with damaged packaging/missing manuals and the like going for a song. They're worth checking out.

Then there's the 'obsolete' hardware category. The industry moves at such a pace that the cutting-edge products of a few months ago will appear at bargain prices in order to get rid of them. The original iMac at Computer Warehouse is one



Bargains galore can be picked up in clearance sales.

fold. On the downside you'll probably end-up supplying a twenty-four hour support service for the price of a cup of tea, but it could be worse... they could be using one of those other computers...

Software

Software is another issue. Most Macs come bundled with AppleWorks/ClarisWorks which is a brilliant piece of software that does most of the things you'll ever need easily and intuitively in one package and you can usually pick it up for under £100. However, if you really do need something with that little extra power, there are other places to look.

Firstly, it's worth mentioning that some software developers who've lost out to a certain Seattle-based

continued

such example. When it was released it retailed at £999, but now it can be yours for £675 – a saving of about a third.

Shop around and you can find similar bargains. Bundles can be another good way of getting a good deal. Again CW will sell you a scanner (for non-USB Macs) for £57 and will bundle Photoshop 4 for a further £59. Photoshop 4!? It might be a version out of date, but it still blows the socks off rival image-editors and if you want you can upgrade to 5 for a lot less than buying the full version.

If you don't require the latest and greatest of everything, yesterday's must-have Macs, printers, scanners, and all manner of other curiosities are sitting on a shelf just waiting for a good home.

However if you're prepared to forgo the protection that mail-order companies offer

for your cash then the classified ads that most UK Mac magazines run are an ideal place to pick up kit.

On the flip-side if you're a generous, handsome and wealthy Mac user, think of your poor computerless friends the next time you upgrade your Mac and flog them a computer for a token gesture. Not only will you get to offload your old kit easily, but you'll also bring another Mac user into the



Nisus Writer 5. A full-featured word processor for under £50.

Cutting-edge products of a few months ago will appear at bargain prices in order to get rid of them.

giant now flog their high-quality wares for a pittance. Nisus (<http://www.nisus.com>) is one such company. They'll sell you the full version of the superb Nisus Writer 5 for about £25 plus postage, or you can download version 4 for free! There's even a free Compact version for older Macs/ laptops.

The cover CDs of Mac magazines can also be a treasure trove of goodies. Magazines such as Macworld and (more so) MacFormat often supply older versions of really good fully working software, usually with an offer to upgrade to the latest version for a pittance. Over the years I've accumulated numerous 'edutainment' titles, DTP, graphics and word processing software in this way.

And then there's the mountains of shareware on these disks. A lot of shareware tends to be utility stuff, so if you want real applications you may not find what you need, but you'd be surprised what is around and the quality of it.

GraphicConverter is one such surprise. The name is misleading but this superb program can not only convert

from and to just about every graphics format imaginable, but is also a decent image editor in its own right. Also recently released is a shareware word processor called LightWayText. It's got loads of features for £25, or you can use its free cut down relation, the novel iText editor, an iMac-themed word processor.

As always the moral is seek and ye shall find.

Consumables

So you've got your Mac, your printer, your software and the kitchen sink, but the costs don't end there. If you've purchased a colour printer and have children then the chances are that they'll want to print every scanned picture, home-drawn squiggle and page after page from Grolier's Multimedia Encyclopaedia time after time in glorious Technicolour and have you seen the price of ink cartridges??!

It depends on your printer, but there are alternatives. Some printers can use ink refill kits (a little messy but economical all the same) and for other printers you can pick up 'compatible' cartridges for a third of the price. A third! Owl Associates



AppleOnline is one of the many free Internet service providers.

<http://www.owlassociates.com/> is one such place.

Ah, I hear you say, but my printer manufacturer advises against the use of such products. Well they would, wouldn't they? The simple fact is printer manufacturers make most of their money on these consumables – a lot of money – so the cash you'll save could very soon afford you a brand new printer. Most ink cartridges are little more than sealed boxes with some ink and a few sponges in (pull an old one apart and take a look), although some have the print-head built in, there's usually a cheaper alternative.

Internet

Finally the Internet is becoming cheaper by the

day. The only prohibitive cost now is the phone bill, but usually calls are at a low-rate and sensible, controlled usage shouldn't amount to much more every quarter.

That coupled to the raft of free ISPs detailed in various issues of 1984 make Internet access about as affordable as it can be.

Computing may not be within the reach of everybody, but it can be moderately affordable when done the right way. It just takes a little extra time shopping around but there are bargains galore to be found.

Happy shopping.

steve_harris@1984-online.com



About MacDirectory Web Site www.macdirectory.com

MacDirectory is one of the web's most popular Macintosh sites. MacDirectory offers searchable practical information on all aspects of Macintosh tools. Over 600,000 Macintosh users visit the MacDirectory web site each year. Over 1.2 million Macintosh solutions are available (information is updated several times daily).

MacDirectory Online stats:

- 🍏 Over 1.2 million Macintosh solutions
- 🍏 600,000 users each year
- 🍏 Received 5 awards for design/content
- 🍏 Updated daily (4 times)



About MacDirectory Print Editions

First published in 1993 MacDirectory print editions are designed specifically to meet the needs of one audience: Macintosh users who buy and use Macintosh computer products and services.

MacDirectory Award winning publication, is distributed to a tightly focused audience (89% registered non-paid subscribers) who are decision makers. These subscribers are obtained from BPA Audited direct personal requests.

In partnership with Apple Computer, MacDirectory is also distributed to everyone who attends an Apple-sponsored event including all major industry trade shows and seminars (MacWorld Expo, Seybold, Internet World, Comdex).

General Information

MacDirectory is published quarterly and reaches over 50,000 qualified subscribers.

Distribution Sites

- 🍏 Tower Books
- 🍏 Specialty computer stores
- 🍏 Apple Market Centers
- 🍏 Qualified Non-Paid Subscribers

MacDirectory Editorial

- 🍏 In Depth Product Reviews
- 🍏 Feature Articles
- 🍏 Support Sections
- 🍏 Over 37 product categories
- 🍏 Cover Price: \$5.95 (U.S.)

Have a wander over to www.macdirectory.com you will not be disappointed with the content and solutions available to you the Mac user.

Apple Web Help

If you have any questions about Apple Software Updates including all of the latest updates of Apple software, including most printer drivers, System Enablers, updates to utilities and networking and communication software. Currently, Apple Assistance posts Apple Software Updates to the following online services:

- 1) Internet: Apple World Wide Web and ftp sites: <http://www.info.apple.com>
- 2) ftp URL: <ftp://ftp.info.apple.com>
- 3) America Online (keyword: applecomputer)

Internet: Apple Web Sites

All Apple software updates are posted to ftp servers, but you can also get to the software updates collections from one of Apple's web sites:

<http://www.apple.com/support> – Apple Support Information – Apple's USA based web site. Choose Apple SW Updates from the pull-down menu to go to the Apple software updates collection, where you can browse for, search for, and download all US and Worldwide Apple SW Updates. Here are a few handy URLs:

- <http://www.info.apple.com/ftp.newfiles.html> – list of newly posted Apple software updates.
- http://swupdates.info.apple.com/Architext/AT-SWupdates_USquery.html – Search page for US Apple software updates.
- http://swupdates.info.apple.com/Architext/AT-SWupdates_Worldquery.html – Search page for Worldwide (localized) Apple software updates.
- <http://swupdates.info.apple.com/cgi-bin/lister.pl/Apple.Support.Area/Apple.Software.Updates> – Browsing page for all Apple software updates.

Internet: Apple ftp sites

You can use either an ftp client (such as Fetch or Anarchie) or a web browser to go our ftp sites directly:

- [ftp.info.apple.com](ftp://ftp.info.apple.com) (multiple servers, handles 15,000 concurrent users)
When using a web browser, use the following URL: <ftp://ftp.info.apple.com>.
- [ftp.apple.com](ftp://ftp.apple.com) (multiple servers, handles 1000 concurrent users) When using a web browser, use the following URL: <ftp://ftp.apple.com>.
- [ftp.info.euro.apple.com](ftp://ftp.info.euro.apple.com) (one server, handles 250 concurrent users) When using a web browser, use the following URL: <ftp://ftp.info.euro.apple.com>.



You Can Save Money!

Paul Hughes

As web administrator of 1984 OnLine, I have heard a lot of thoughts about 1984 and a host of other Macintosh ezines. The response I have had from cover CD users is that when trying to read specific issues or articles, they have to search through many different CDs to find what they want – wasting time and energy. From the internet side of things, comments go along the lines of “Downloads are too big”, “This download is very slow”, “I can’t afford to download this”, which makes me worry. Is 1984 losing readers or are the 1984 readers not getting what they need as easily as possible?



1984 back - PDF



1984 back - DocMaker

We listen to our readers and I have decided to solve this problem by publishing the 1984 CD. This CD is available to all 1984 readers, world wide for a small fee.

Note: 1984 is a NON-profit ezine and all the proceeds of this CD will go towards the maintenance fees involved with our site and improvements to our services.

On the CD you will find every issue of the ezine, right back to Issue 1 (latest issue will depend on order date).

You will also find special offers on Shareware and Freeware. On the current CD we have offers on Food Chain (10% discount), Think Different (Free to 1984 readers), Scorpion BarCode 1.40 (10% discount) and Mac Gloss.



Food Chain Installer



Think Different



Mac Gloss



Scorpion BarCode 1.40

To order the 1984 CD simply, print out this page OR copy the details and send it to the address shown below: IF you are in the UK it is £10 per CD BUT if you order two CDs or multiples there of it's £8 per CD (hey, saving even more money). US price is \$20. Price includes postage.

Sorry, we only accept US bank notes as we cannot cash American cheques. Please send cash by registered/certified mail.

Please make UK cheques payable to: “Paul Hughes” .

For more information you can contact me on the following:

email: paulh@1984-online.com

Phone: (UK Number) 070 4403 8783

Please send all correspondence to the following address:

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Writer's kit

A new challenge

Right, for those of you out there who just can't hold it in any more, here's how you can let it all hang out and write for 1984 Online.

1984, if you have not already noticed, is a mixed bag of Mac dedicated folk who come from a variety of careers, related interests and hobbies, but all participate in the life of the Mac community to the fullest.

Anyone who enjoys this productive and mind enhancing platform can be a part of 1984's international line up.

Doing it with style

Writing for us is easy. All you have to do is tell us about your Mac orientated experiences. Although we have our regular in-house columnists we'll always have room for more (but space is limited). Our site expansion is on going throughout 1999.

Guest writers are always most welcome to ensure our variety remains alive and kicking.

Your work can cover any subject you wish so long as it is related to the Apple Macintosh and its competitors. Reviews on software, hardware and books are most welcome. Each article has its own merits, so from reading this month's issue you'll get a feel for the different subject matter we cover.

A good comparison would be the equivalent of about 1200 words or around 1 side of an A4 page of text maximum (although longer at a push).

Our readership

1984 readers are as varied as our writers. From the first time user to experienced Mac folk, they will all browse our work from time to time.

We are on the cover CDs of both Macworld UK and MacFormat magazines plus many internet postings announce our ezine release date each month.

Always keep in mind that not everyone will understand certain terminology, so try to explain a complicated topic wherever possible.

So there you go. Simple guidelines.

If you wish to contact me further then please do. I look forward to welcoming you on board.

Darren Edwards, Editor 1984 online

new-writers@1984-online.com



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Budding Writers and Reviewers:

If you have a favourite programme or something has got you all fired up, just start typing and email to us what's on your mind. We welcome the contributions from guest writers, and anyone with real commitment to joining our growing editorial staff and regular writers. Anyone interested with corporate and business issues would be welcomed.

Cover/Internal and Site Artists:

If you are interested in art please send us a short email outlining what you would like to do. We are always looking to improve our ezine and site art, so if you have any graphical ideas please feel free to put them forward to us. Let that art pad run wild!

Advertisers:

If you would like to advertise in this e-zine or on our web site please contact us and we would be more than happy to help. All we ask is you MUST sell or provide a service to Mac users, we don't want PC ad's thank you.



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