

About This P A R T I C U L A R Macintosh®



Where we realize that living with a Macintosh is what *personal* computing is all about.

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ClarisWorks 4.0
Color It! 3.0
DeBump 1.1

The Fonts

Blackbeauty
Garamond
Geneva
Gill Sans
Helvetica
Marydale
Pepita
Rosabel Antique
(Now called Pabst Oldstyle)

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America Online : search "atpm"
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North Coast BBS
Raven Net, British Columbia
Somewhere in Tulsa, Oklahoma
Any others? Let us know!



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About This Particular Macintosh is published with DOCMaker 4.5.1, and owes its existence to the author, Mark Wall. May his camels never have fleas. Thank you for reading what we write.



Hi there. Welcome to the *ATPM*. Every month *About This Particular Macintosh* will bring you opinions, stories, features, reviews, and comments from other Mac users about what it's like to live with a Macintosh. Sure, sometimes we're all but ready to toss our computers through any convenient window, but for the most part we really couldn't live without them. My girlfriend has even begun making noises about how—since she can't get me away from the computer—she just may need to get her own. I'm a little suspicious this may be reverse psychology, but I'm going to believe her for now. Because I love my Macintosh, doddering old thing that it is, and don't understand why anybody wouldn't want one of their own.

ATPM is dedicated to proving that there is no more personal computer in personal computing than the Macintosh. Now with spiffier style! ("Now with new car scent!") We will continue to be as friendly, quirky, and easy-on-the-eyes as ever. ("Easy-on-the-eyes?" This may provide a clue as to why my girlfriend insists she has to compete with the computer for my attention...) We'll continue to be humorous, biased, and personal. We'll just start looking a little more legitimate. This last round of changes begins with this issue, and will proceed with minor changes in the next few issues. The new logo (displayed on the cover) was prompted by my "About Apple" logo from previous issues, modified to not infringe their copyright. Some stuff remains fluid, like the column headers, review headers, and the like, but I ran out of time. Let me know what you think.

I run out of time a lot with this project, it seems. So I'm asking for help. Please look in the Help Wanted chapter for the details, but I would like to "hire" three editors to help me secure material in a timely fashion for publication. I'd also like to work with a few graphic artists on regular cover pieces, as well as column headers. And, of course, I need you, the reader, to send me something about your Mac, about a game you got for Christmas, or about your favorite shareware. Stories, reviews, artwork, I'll accept it all.

Oh, and about that name change thing... it didn't happen, now did it? Not for lack of trying, and I serve notice here that we're still looking for a new name. (So send your suggestions in!) But I'm also being very picky.

Among the names considered so far (many suggested by readers): Only Macs. Esculentus (Latin for edible). Hot Apple Pie. About No Particular Macintosh. Mac Interface (you know, **Inter**face, with the new MacOS logo, the blue **face**?). Happy Mac. Monthly Apple Computing (or **MAC**, get it? Don't worry, the author thought this was a bad idea, too). Of all Stripes. Bonk! - the Magazine of Apple Inspiration. Cored & Peeled. Crisp. Intimate Mac. View by Kind. Open Apple (a nostalgic reference to the Apple IIe's open apple key, now the command key on

Macs). Etc., etc.

My personal favorite was submitted by Adam Junkroski: Someone Help Me Because I'm Obsessed With My Computer, My Wife Left Me, My Friends Won't Talk To Me, and I'm Seriously Considering Ways In Which To Harm Bill Gates ("lengthy, but often indicative of the truth," he added).

I was all ready to go with *Mac Living Magazine* until one reader (thanks, Bill) offered that it sounded like something that'd live in the checkout aisle next to *Ladies Home Journal* and *McCall's*. My girlfriend suggested that I not go with a name I wasn't 100% sold on just to change the name. So *ATPM* stuck.

My gratitude to all the wordsmiths who've given it the old heave ho. Keep trying.

In other coming changes, *ATPM* plans to carry advertising in an attempt to generate revenue for the poor editor, the destitute associate editors (sure there aren't any yet, but doesn't that make them even more destitute?), and the even-less-than-destitute writers. To do that we need to be attractive, presentable, and generally fairly polished. Hence the changes outlined above. We also need information about our readers, and that's where the survey comes in. "Survey?" you say. Yup. Survey. At the end of this issue is a chapter called... Survey. Please fill it out and send it back to us. With the information gleaned from your responses we'll be able to determine how much you make, where you live, for whom you voted for President, and whether you have Type A+ blood or not. This'll make it easier for us to lure advertisers. (Really. Did you know that type A+ blood indicates a greater propensity to buy computer equipment? And you thought you wouldn't learn anything new today!)

No but really. Please do fill out the survey. Thanks.

This issue is full of goodies, including my column (retitled when I thought we'd be named something else), a new regular column by Adam Junkroski, and our feature on electronic publishing. As a note, you can navigate DOCMaker documents (like this one) using the four arrow keys. Much simpler. Let us know what you think of *ATPM*.

Thanks for reading,

A handwritten signature in black ink, appearing to read 'RD Novo'.

RD Novo
Publisher Guy



eMail

Send your letters to rdnovo@eworld.com All letters become the property of ATPM.

I Like Icons

DOES EVERYONE hate "view by icon" ? One of ATPM's authors mentioned their girlfriend had her views set this way (and he couldn't stand it) and I have read a few other places that most don't like icon view and prefer view by name. I like icons. That's one of the Mac's strong ease of use points. Your thoughts ? Maybe poll your readers? Keep up the good work. **Alan Maxwell,**
eWorld

Well, I know that I use view by icons quite a bit. But for folders with a lot of stuff, like the Extensions folder, or the Control Panels folder, I find View by Icon irritating and hard to follow. It might also be interesting to know how many people use the snap-to grid in their View by Icon. And does anyone use View by Small Icon? I never have.

Hey, what about us?

I have an old Mac - an LC - an original LC with no roman numerals following the letters. When it was new it was a powerhouse 25mhz 68020 with 2 MB RAM, a 12" monitor and a 40 MB hard drive. I love your ezine. I love the way that I, as an LC user, can still find ATPM useful and enjoyable. I have canceled my subscriptions to two large commercial Mac magazines because they are giant, PowerMac catalogs that don't remember me (when I buy my PowerMac sometime in the next century I'll resubscribe). Thanks for remembering the Low End Users :) You'll notice that I can't seem to scrape up the extra cash to buy a 14" (or larger) monitor. That causes a problem with ATPM because (I'll bet) your monitor is bigger and the layout of the magazine doesn't work right on my small screen. Specifically, buttons and graphics are on top of text and text is scrolled to the next line and uneven. Would you please consider writing your ezine so that it will fit on a 12" monitor? Thanks, and keep up the good work. **Stu Bloom,**
America Online

Your wish, and all that. As of now, this issue should be formatted for, not only a 12" monitor, but a 9" monitor too. The page layout will be a little long for your monitors, but that will only be important for the cover, the width should be fine. Does the magazine open to the right window size automatically?

(Regardless of the formatting *within* the window.) In other words, does it open with the scroll bars off the screen on small monitors, or does it configure the window size to the computer being used? Anyone?

Thanks for the vote of confidence

Hey, I've just gotten into the e-zine thing in the last few weeks. I have read your's "The real MacOy" and Macintosh tips and tricks. I would like to subscribe to yours. It seemed very interesting. It was superior to Mac tips because they only offer a stripped down shareware version. To get the full version you must pay them to send it by snail mail. **Benny, America Online**

Please see my column, "About This Particular Macintosh" in this issue for more on The Real MacOy. I appreciate your choice, and respect your right to make it. Thanks.

Mac & Talk

This is a forum for your opinions. Send your comments to rdnovo@eworld.com. Be civil.

More Mac Plus Testimonials

Please tell Sonic Purity my eyes were filled with sentimental tears while reading "The Worth of a Mac Plus." My first Mac was a Plus, and I loved it. I did not surrender it willingly; it was ripped from my loving arms—well, not exactly, but almost. One night, when no one was home, my house was broken into—and the only thing that was taken was my Mac Plus and the dot matrix printer!! The police said the MO indicated kids had broken in (no self-respecting burglar would dream of doing so), and I've hoped since then that some kid was just overwhelmed with a craving for a Mac (understandable) and has given my baby a good home. Thank you, Sonic Purity, for bringing back beautiful memories (not the burglary!) of my first Mac. **Toby Moore**, *America Online*

Undocumented Windows 95 errors

[Forwarded to me by (of all people) my mother. RD Novo.]

WinErr: 001 Windows loaded - System in danger
WinErr: 002 No Error - Yet
WinErr: 003 Dynamic linking error - Your mistake is now in every file
WinErr: 004 Erroneous error - Nothing is wrong
WinErr: 005 Multitasking attempted - System confused
WinErr: 006 Malicious error - Desqview found on drive
WinErr: 007 System price error - Inadequate money spent on hardware
WinErr: 008 Broken window - Watch out for glass fragments
WinErr: 009 Horrible bug encountered - God knows what has happened
WinErr: 00A Promotional literature overflow - Mailbox full
WinErr: 00B Inadequate disk space - Free at least 50MB
WinErr: 00C Memory hog error - More Ram needed. More! More! More!
WinErr: 00D Window closed - Do not look outside
WinErr: 00E Window open - Do not look inside

WinErr: 00F Unexplained error - Please tell us how this happened
WinErr: 010 Reserved for future mistakes by our developers
WinErr: 011 Window open - Do not look outside
WinErr: 012 Window closed - Do not look inside
WinErr: 013 Unexpected error - Huh ?
WinErr: 014 Keyboard locked - Try anything you can think of.
WinErr: 018 Unrecoverable error - System has been destroyed. Buy a new one. Old windows license is not valid anymore.
WinErr: 019 User error - Not our fault. Is Not! Is Not!
WinErr: 01A Operating system overwritten - Please reinstall all your software. We are terribly sorry.
WinErr: 01B Illegal error - You are not allowed to get this error. Next time you will get a penalty for that.
WinErr: 01C Uncertainty error - Uncertainty may be inadequate.
WinErr: 01D System crash - We are unable to figure out our own code.
WinErr: 01E Timing error - Please wait. And wait. And wait. And wait.
WinErr: 01F Reserved for future mistakes of our developers.
WinErr: 020 Error recording error codes - Remaining errors will be lost.
WinErr: 042 Virus error - A virus has been activated in a dos-box. The virus, however, requires Windows. All tasks will automatically be closed and the virus will be activated again.
WinErr: 079 Mouse not found - A mouse driver has not been installed. Please click the left mouse button to continue.
WinErr: 103 Error buffer overflow - Too many errors encountered. Next errors will not be displayed or recorded.
WinErr: 678 This will end your Windows session. Do you want to play another game?
WinErr: 683 Time out error - Operator fell asleep while waiting for the system to complete boot procedure.
WinErr: 815 Insufficient Memory - Only 50.312.583 Bytes available

What About Backups?

My first Macintosh, a Macintosh Classic, required only a couple of boxes of high density floppy disks to backup the hard drive. As I accumulated more and more software and data files, and the hard disk approached its capacity, I added a couple more boxes of floppy disks. Still, performing backups was a chore I only did about once a month. Using a backup program I bought through a mail order company, made backups a little easier, but changing out forty or more floppy disks to do the backup was a royal pain. When I upgraded to a Macintosh Performa with a 250 MB hard drive I still performed backups the same old way, using floppy disks. It wasn't until I reached over 100 floppy disks that I figured I should find an easier way.

My first thought was why even bother doing backups. After all, I have all the original software on floppy disks and CD, which means I would then only have to backup the data files I create. After I bought my first Macintosh I used this system, until lightning wiped out my hard disk. Luckily, the Mac was still under warranty, so it didn't cost me anything to replace the hard disk, but it took a couple of days re-installing all the software and data files before everything was back to normal, and I still lost several important files. I soon learned that doing monthly or even weekly backups of the entire hard drive with floppy disks works better than doing a limited backup of only data files.

After looking around at different computer stores in my area, and looking through several Macintosh magazines, I discovered that unless I wanted to spend a thousand dollars on a tape system doing backups with floppy disks would be my only solution. At the first computer store I

went to I found a tape system for a little over a hundred dollars, and asked the salesperson if they had one for the Macintosh. He escorted me over to a small corner of the store and showed me the same identical system for close to a thousand dollars. I asked why the difference, and apparently he didn't really know, because he just said, "Smaller market."

Then I discovered Iomega's Zip drive. It sounded too good to be true. A removable hard drive system for only \$200, with disks that cost \$20. The disks are slightly larger than the familiar 3.5 inch floppy disks. I got curious and took one apart. Only four small screws hold the case together. Inside there was a small circular disk of vinyl just like in an ordinary floppy disk. The disk holds 100 MB in the same space as a high density floppy disk. The disk drive looks similar to an external floppy drive and works pretty similarly, too. I couldn't tell any difference between the access speed of the Iomega drive and that of my internal hard drive. Now I backup my hard drive on two Iomega disks that before took over 100 floppy disks. It takes less than 2 minutes to perform the backup, compared to nearly an hour the old fashioned way. And I no longer have to worry about running out of hard disk space. I only have one problem: I still haven't figured out why a tape backup system costs so much more for the Mac. **Jim Barnes, America Online**

Mac & Talk will publish the opinions and responses you send us. While your letters become the property of *ATPM* (so that we can edit) we won't edit much more than punctuation, so be sure you mean what you say. Submission does not guarantee publication. And be courteous. We **will** edit colorful language. But most of all, sound off! This is your Mac we're talking about! Send your comments or replies to rdnovo@eworld.com

The Sincerest Form of Flattery

IN PREPARING FOR this issue, back in December, I was made aware of an e-zine that was said to hold a passing similarity to this one. *The Real MacOy*, I was told by a reader, covered much the same topic, contained many of the same sections, and displayed a layout reminiscent of *ATPM*. I downloaded the most recent issues, and checked it out.

And spent half an hour trying to calm myself down.

The Real MacOy looked like it had been created using *ATPM* as a template. Take out this graphic, replace with this graphic. Remove this text, replace with other text. There was a cover page with an editorial, a letters page, an everything-goes column by the editor, a guest column, a couple of other stuff, shareware reviews, and an end section for notes. There's even a contest. I was livid. Tiffany cooed and tried to calm me, but it did us no good.

How did they dare? How blatant, how insipid, how completely unethical! I considered writing to the author of the e-zine, to curse and complain. I considered writing to America Online, and asking them to remove it from their libraries. I even considered opening his magazine in DOCMaker and modifying it into some sort of parody, much the technique I feel he must have used with mine. I wanted to blacklist him, humiliate him, humble him, and just plain run him out of town. So instead, I put the magazine away, turned off my computer, and spent some time studiously not thinking about it.

A week or so later, I approached the subject again, feeling a little more rational.

I looked at *The Real MacOy* again, and came to much the same conclusion I had before my *Week Away* (as I called it). The thing is copied, both in form, tone, and content, from the stuff I've been doing in this magazine. A little small guy inside my head was still ranting and raving, but my new, cool, rational self came up with the following:

The world is a big place, and there are plenty of readers out there. If he wants to play, we can play, after all, this town is big enough for the two of us.

The little small guy inside screamed in fury.

My rational self continued: I'll just blow him out of the water.

And the little small guy inside started to smile.

And so my rational self and my little furious self got together, intent on making *ATPM* into the best magazine it could be. You hold (so to speak) that magazine in front of you. I encourage you to download a copy of *The Real MacOy* (the 1.3 edition is out now) from America Online, and open it up next to a copy of *ATPM*. Make your own decisions, and let me know what I can do to make *ATPM* even better.

In the end I don't hold any rancor towards *The Real MacOy*. He's just doing whatever he can to get ahead with his project, and I can't fault that. In a way, I'm grateful for the challenge. Without constant challenges to keep us bright-eyed and bushy-tailed, we'd never get anything done. We'd just be another Microsoft, plodding along. It is, quite simply, fear that keeps us fresh and awake. Fear, and that little small guy.

About This Particular Macintosh is a monthly column by RD Novo about the goings on in the vicinity of his Mac. If you'd like to make your own e-zine, but you haven't got the time, consider writing for *ATPM* instead. Feedback about this particular mac is happily accepted at rdnovo@eworld.com

Next Month: Back to stories about my computer! A run-down of free stuff I've gotten in the last few months, new programs, new fun stuff. Send me free stuff! The address is 617 South 37th Street, Apt. 304, Omaha, NE 68105-1241. No COD's, please!

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A Beginner's Guide to Keeping Your Mac Healthy

Adam's column was really long, so we've split it into two parts. The first appears below, while the second will follow next month. In the meantime, if you have any tips, tricks, questions or comments on how your Mac works, write to Adam at: rystan@eworld.com

MANY OF THE PEOPLE who help to put together this magazine have been using a Mac for a very long time. For this reason, we often write about things that make sense to other seasoned Mac users, but might be confusing to newcomers. So in the interest of helping the beginning or intermediate Mac user to keep a worry-free system, here are fourteen tips that many of the advanced users employ, but often forget to discuss with the rest of you:

1: Beware superfluous extensions! This includes nifty programs like “Cursor Animator,” “After Dark,” “ZMac’s TabMania,” and others. While these are all well-written programs, they share a few stumbling blocks. First, they are memory hogs. Since most of us rarely have more than 8-12 megs RAM anyway, why give it up when we can use it for applications?

Second, they often cause system conflicts that can freeze your machine and make life a living Hell. It’s true that many of these programs have been tested and will probably run on your Mac just fine, but when you begin adding other programs that you NEED, you might start to see trouble. By the way, many “Control Panels” (also called CDEVs), are also capable of flubbing your system.

If there is an extension that you simply MUST have, keep a record of what it is and when you installed it, so that if trouble arises, you can remove it first. In fact, keeping an installation list of all your extensions and their installation date is a great practice to get into. But if you can restrain yourself, it’s best to avoid Mac OS enhancements that are non-essential to your system. They can eventually be nothing but trouble.

2: Minimize your fonts! The Mac OS will allow you to keep many fonts in your system folder (125), but remember that every font you add takes more memory at startup, and will slow the OS down. Worse, with all the shareware fonts available, the chances for a font ID conflict are better than ever, and this is another thing that can make your machine freeze.

It’s best to keep a maximum of thirty to forty fonts loaded at any one time into the system folder. This should be enough to support writings you add to or update frequently, but not so many that you end up with a single meg of RAM free.

For those of you out there like me, who remove fonts from the system only to be shocked later on when the Mac replaces the missing (and now forgotten font) with Chicago or Monaco, the best bet is to create a new folder for your new document, and place a copy of the font(s) you used to create it within. That way, you will always have access to the fonts when you need the document to look right for printing, but you can remove the original font from the system folder and store it to save memory.

3: Eliminate useless chooser extensions! A friend of mine just entered the wonderful world of Mac this year. One night, I was at her house, goofing around with her machine, when I became suddenly unable to load a game because of a "Type 1 error." Knowing this error is either memory or monitor-setting related, I checked the memory partition for the game (by calling up the "Get Info" box), to find it was set fine. Her monitor was set to 256 colors, as it should have been. But when I selected "About This Macintosh," I found she had but 2.5 megs free. The game requires 3.

"But if she only has 8 megs total, and her system uses 5.5, what's a girl to do?" you ask. Simple. Open your system folder, and inside that, your extensions folder. Unless you are updated to 7.5.2, and even if you are, you probably have many chooser extensions you don't need. These include extensions for the "ImageWriter II," a printer Apple hasn't even manufactured for years!!! You'll also see a zillion different choosers for LaserWriters, color stylewriters, and others. **KEEP ONLY THE CHOOSER EXTENSIONS YOU NEED!!!!** Not only will this save you tons of memory, it will actually make the system run faster, more reliably, and be less prone to freezing and shutdowns.

When I removed her useless chooser extensions, I reclaimed more than 600k of RAM on the restart, suddenly making her system able to play games and run applications that had never run before!! A little RAM makes all the difference.

4: Rebuild your desktop often. I know this seems simplistic, but many people out there won't even know what I'm talking about. Your Mac keeps information about the arrangement of your desktop in two invisible files called "Desktop DB," and "Desktop DF." With time, the information in these files can become corrupt or outdated, causing freezes, slowdowns, and mass confusion. Avoid this by rebuilding the desktop once per month, or if your system seems slow.

To rebuild desktop files, restart and hold down the option key and the command key (the one with the clover and the Apple on it). Don't let go until your computer asks if you want to rebuild the desktop file for your hard drive. Click OK, and you can let go. This can take from thirty seconds to several minutes, depending on the amount of data on your hard drive, so be prepared. You computer will ask you if you want to rebuild the files of EACH of the hard drives connected to your machine when you do this. I suggest you rebuild all desktop files simultaneously, but you may select cancel if you only want to rebuild the file of your startup drive (the drive you have selected to run the whole computer, usually the one inside the computer itself).

5: Restart after playing memory-intensive games! Here's an obscure one. Even we experienced users rarely stop to think about how much memory many games use, particularly multimedia CD ROM games. Sometimes I'll spend an hour playing a game like "7th Guest" before doing my work for the day. Later, I'm surprised when the computer freezes. It isn't that I don't have enough memory (God, I hope not, I have 32 megs physical RAM). It's that I have **too much fragmented** memory.

When you play a memory intensive game, particularly one with lots of quicktime movies or digital sound, the computer uses massive amounts of RAM to make it all flow smoothly. When you're done, the computer doesn't always recapture every bit (if you'll excuse the pun) of

memory the game used. This means the RAM available to you is now non-continuous, and this can cause a freeze.

If you intend to work or run other applications after playing memory-intensive games, it's a good practice to restart first. Sure, it takes an extra minute or two, but it's worth it to avoid the headache of work lost because you didn't save in time.

By the way, the same goes for the reverse operation. If you just finished using "Photoshop," restart before playing "7th Guest," especially if you have little memory to begin with.

6: Know your SCSI rules! SCSI, or "Small Computer System Interface," is a way of connecting external devices that don't or can't use a serial port to your Mac. Your Mac user's guide should have explanations of how SCSI works. Read this section carefully if you intend to connect an external hard drive, scanner, external CD ROM drive, or other SCSI device to your Mac. I cannot overemphasize the importance of this. Here's a little parable to illustrate my point.

While in my Junior year at college, I bought my very first SCSI devices simultaneously: an external hard drive, a scanner, and the Apple Color Printer (by the way, most printers now are NOT SCSI, they use the serial port. This printer was an exception to that rule, one so demonstrative in its lack of forethought that barely anyone does it that way anymore.) I then proceeded to break every SCSI rule in the book, rendering every device, INCLUDING my computer, temporarily unusable.

I will not repeat here the rules that are already in your User's Guide. Suffice to say you need to read this section. One quick caveat is this: each system is prone to unique weirdness. SCSI is famous for not conforming to anyone's expectations where trouble is concerned. This means that even Apple occasionally goofs, and the 20 foot limit they put on combined SCSI cords might actually be too much for your machine. If you experience troubles even after following all the rules, try shortening the collective cord lengths even more. I found when I was in college that my LCII refused to work with any combined length of SCSI cord longer than 16 feet, a full four feet shorter than Apple said.

The second part of A Beginner's Guide to Keeping Your Mac Healthy will appear next month, with eight more tips to keep your Mac in tip-top shape.

Working for Tips is a somewhat regular column by Adam Junkroski. The column title was chosen by the nosy Editor, and is, of course, subject to change. If you have any tips, tricks, comments or questions about how your Mac works, Adam is the man for you. Direct your mail to rystan@eworld.com

This article is ©1996 by Adam Junkroski. The opinions expressed in this column are not necessarily those of this particular Macintosh.

Deciding How to Say Goodbye

by Adam Junkroski

It's happening again.

When I was a Sophomore in college, I purchased my first mine-only Mac. It was an LCII, and even at the time, hardly the height of technology. The new Quadra line was all the rage, but at introductory prices higher than blue book value for my car at the time, I had no choice but to go with a slightly-behind-the-times LCII.

It was simple enough. I had a 14" monitor, 4 megs of RAM, keyboard, mouse, and no software whatsoever. Within 6 months, it had exploded into the system from Hell, with expanded RAM, a new internal drive to replace the insufficient stock 80 meg HD, the Apple Color Printer (a behemoth for those of you who never saw it), a 2400 baud modem, and a UMAX 630 scanner. I was the epitome of cool.

I used that computer, hard drives dubbed "Tiberius" and "Tiberius II," to publish an entire Senior project the following year for my Advertising degree. I still can't fathom how I waited literally minutes for scanned photos to move around on the screen when I dragged them.

It was about the time I got comfortable with that setup that school ended, and I got my first job. Unfortunately, that first job required speedy computing the likes of which my LCII was incapable. So, with a tear in my eye and a heavy heart, I sold Tiberius to the local Apple dealer (P.S.: They ripped me off).

With Mom and Dad's help, I ordered a shiny new Quadra 660AV (after buying and returning a Quadra 605 sold to me by the same local Apple dealer. P.S.: they had changed out the hard drive with one that was unformattable. Illegal? Yes, sir.). You see, I had heard that the Quadra 660AV had this nifty voice-recognition thing going, so I wanted to try it.

Of course, the new Power PC Macs were all the rage at the time, but with even a 6100 coming in at prices high enough to make Donald Trump scream, I had to go with the slightly-less-technologically advanced Quadra line.

Now things were getting out of hand. Tiberius III, my new Quadra, disagreed that all the extensions that had been on Tiberius I were good extensions. In fact, Tiberius III minced no words regarding that particular set of extensions. Well, maybe it did. All I got was a picture of

a disk with a big, flashing "X" - a sight that can make any Mac user's heart drop.

So after two months of battles over how Tiberius III's system software would be configured, I finally got comfortable again with my setup. By the way, before any PC users get any ideas about Macs being hard to set up, I should note that I was attempting to load just about every shareware extension and CDEV on the planet simultaneously, in a micro-molotov prescription for sure-fire disaster. I have since learned my lesson about the evil world of the low-memory global.

Two years later, I have moved up. I have a UMAX Powerlook top-of-the-line scanner (at least it was until I bought one, then they came out with something cooler. \$2500 down the drain), A Spin 800 MB drive to complement my 500 MB internal, a 15" Apple monitor, the Color Stylewriter Pro (also on the verge of being discontinued), the Apple Powered Speakers, a 14.4 modem, 24 megs RAM, and a strange itchy feeling.

The strange itchy feeling is what's happening again. It was the same the last time I was comfortable with a setup. It's the sudden realization that my needs have outgrown my 660AV. But with Power Mac PCI prices starting somewhere in the sextuple digits, I'm forced to look at the slightly-less-technologically advanced 6100,7100,8100 series. But I'm not going to.

It occurred to me that had I simply sprung for the Quadra to begin with, and not been such a cheap slug, I'd have actually spent less money (just on CPUs) than I have with the two computers combined.

So, with considerable argument from my girlfriend Michelle, who feels this money would be better spent on a big sparkly rock, preferably mounted on a ring and presented her in front of friends and family, I am looking at an 8500, totally loaded.

Yes, I am going to go into debt. Yes, I will spend many lonely nights on the floor. Yes, I will argue for months with Tiberius V, trying to convince him that I really NEED the Cursor Animator extension and the startup sentry control panel. But at least when I finally get comfortable, I'll be able to hold onto him for awhile.

At least until CHRP is released.

Segments: Slices of the Mac Life is a regular feature where we publish the stories, pictures, and letters from readers who have something to say about life with a Mac. Opinions expressed in Segments are not necessarily those of this particular Macintosh.

Adam Junkroski is now a regular columnist for *ATPM*, so you'll be reading stuff from him on a regular basis. He is a graduate of the University of Florida College of Advertising, enjoys good conversation, travel, writing, and sleep-deprivation-induced hallucinations. He spends his free time writing letters to convince Stephen Hawking that Cool Whip somehow works into the Grand Unifying Theory.

The Best e-Zines of 1995

1995, the year just past, was a banner year for electronic publishing. It saw the explosion of the World Wide Web, a handful of Mac-oriented electronic 'zines, the legitimate arrival of a new Mac super magazine (see MacSense below), and, of course, this humble publication. In the article below I have gone so far as to choose the best electronic magazine of the last year, as well as two runners-up. Then I've split the field among different topics, a sort of "Best of Category" division, in order to acknowledge the hard work and quality publishing of other outfits. 1995 has also seen, unfortunately, the demise of several quality publications, but for the purposes of judging, they were included. Of course, *About This Particular Macintosh* and *AppleSauce*, both Only Boy Productions, were excluded from consideration.

Without further ado, let us herald the best Macintosh magazines published and distributed online in the year 1995.

The Best e-Zine of 1995

MacSense, MacSense Communications. Chris McVeigh, Publisher. There is no doubt here. In the span of just a few years, Chris McVeigh has turned this magazine, which used to be published on paper, into the premiere Macintosh online publication. MacSense provides cutting edge news, insightful commentary, helpful advice, and relevant feature articles every month, on or before the first of the month, regular as clockwork. Not only do they turn this magazine out, but they also support a fabulous web site, complete with Hot Bits, the latest news updated daily, and a new magazine called PC Sense that (yes) caters to the Dark Side. And as if that weren't enough, MacSense is now available on CD-ROM, monthly by subscription, with hundreds of megabytes of shareware utilities and programs. And yet, they are committed to providing a free online version of the magazine itself every month to anyone who wants it. That's service, a dedication to the computing community, and smart business sense all rolled into one. When you've got a copy of MacSense in your In Box, life is good. Check it out. You can get ahold of them at MacSenseEd@aol.com

Runners-up: Inside Mac Games and TidBITS. (See below)

Macintosh Gaming

Inside Mac Games. Tuncer Deniz, Publisher. IMG makes a version of their wonderful magazine available online for free, but the real meat lies in the CD-ROM edition, available only by subscription. Begun as a monthly, DOCMaker based, small potatoes magazine, IMG has flourished in a Macintosh market starved for games and game news. First it began appearing on floppy disk, then finally on CD-ROM. And with the CD-ROM edition came shareware games, patches, bug fixes, QuickTime movies, QuickTime interviews, and, most importantly, game demonstrations. That's right, most IMG readers I know turn to the demo folder even before opening the magazine. Forget about downloading a hundred megabytes worth of game demos, then downloading an updated version a week later. Instead, you get ten issues of complete gaming coverage, with previews, sneak peeks, and a much read upcoming games schedule in the back. Inside Mac Games is, without a doubt, the king of the Macintosh gaming market. Surprisingly, they don't have a Web site. You get all of this for something like \$50 a year. Sure it's expensive, but you can get someone to get it for you for your birthday, no? Get in touch with them at tuncer@eworld.com

Runner-up: GameWire. This e-zine is available online, but suffers from a 4.3 MB file size, inferior graphics and writing, and less interesting industry coverage than IMG. On the other hand, it's free, if you don't mind the hour download. Also available on disk by subscription.

Macintosh News

TidBITS. Adam & Tonya Engst, Publishers. Venerable in both age and format, the text-only TidBITS remains the Macintosh's single best source of news and commentary online, from the trenches, as it were. This magazine covers everything Macintosh, but gives a definite coverage advantage to Internet topics, with ftp and WWW URLs peppered throughout the articles. You never know what you're going to get in each issue of TidBITS, but it's sure that you'll not have read it first anywhere else. Send for more to info@tidbits.com

Runner-up: MacSense Hotbits. Available from MacSense either on the Web or in your mailbox with a paid CD-ROM subscription, Hotbits consists of breaking news delivered directly to you from MacSense headquarters.

Macintosh in General

Mac Media, Taylor Plus Press. Paul Taylor, Publisher. Mac Media is (yes) an eclectic variety magazine of things Macintosh... and of things decidedly not Macintosh, or even computer related. In the pages of Mac Media you'll find, essentially, anything that can show up on a Mac. Reviews of music, movies, fiction, shareware, software, web sites... whatever. You'll find opinions, short stories, artwork... pretty much whatever the editor and volunteers have come up with. Yes, volunteers. MacMedia is that rare thing, a professional-looking magazine with no revenue, put together by volunteers out of the goodness (or pent-up Macintosh passion) of their hearts. Also on the Web. Get hold of MacMedia at ptaylor@primenet.com

Mac Shareware Review, Saratoga Publishing. Mark Starlin, Publisher. Simple and to the point, in the same way that Mac Media is all over the place, MSR earns a place among 1995's best electronic magazines for this directness. The Mac Shareware Review reviews shareware. And they do it a lot. And they do it well. The articles are professional, in depth, with none of the namby "I like this, I don't like that" that you find in so many 'zines. The artwork and layout is tremendous (making me jealous) and the ideas are fresh and captivating. For example, the latest issue marks the debut of a column called Keyword, in which they go to various online

services and the web, and they search by that month's keyword (railroad in the current issue). They then report on what they find. The idea is so... so good it makes me writhe. (If you can stand that image.) You must check out MSR as soon as you can. Find their editors at MacShareRV@aol.com

Literature

Poetry Ink, Poetry Ink Communications. Matthew Schmeer, Publisher. Poetry Ink is a magazine for poets and poetry-lovers. The magazine publishes with eDoc, a program unfamiliar to many, but not for long. Poetry Ink dispenses with much floridity, and instead gets down to the meat of the message, quality, varied, interesting poetry from a number of authors, representing a wide range of styles and topics. There's even a little prose sneaking its way in now and again. And there's plenty of it. For the reader with discriminating taste, looking for another avenue to creativity and culture, Poetry Ink is the medium. As they like to say in the magazine, you can "spill the ink" at PoetInk@eworld.com

Planet Magazine. Andrew G. McCann, Publisher. That's right, there's a tie. Planet Magazine is a quarterly (that's four times a year) magazine in DOCMaker format, concerned mostly with science fiction and horror, but blessed with poetry and rather pleasing artwork, too. The stories are top notch, and the whole is presented without much fluff, but with a certain degree of self-awareness I find refreshing. As with Poetry Ink, you can tell that the publisher and his staff are real fans of the genre. While the topic may not be as cultured as that of the competition, the magazine is a high quality affair that deserves recognition. You can gab with the planet at agm@tiac.net

Humor

Ooze. This was a very funny, very off-the-wall publication that was, well, brilliantly wacky. I'm very sorry to say that we have lost Ooze to the creeping... well, the creeping whatever it was that overtook it. The last published issue of Ooze came out at the beginning of the summer of 1995, and then the ooze dried up, apparently. This magazine, in DOCMaker format, will remind many of the Church of Bob, and others of the early Saturday Night Live. Not for the faint of heart.

Runner-up: Tech Support Tales, by Eric Hausmann. Very funny, and with a long tradition behind it, TST is a text-only publication that also appears monthly in the pages of MacSense. Get in touch with them at junkspill@aol.com

Education

This category is sealed up by the amazing efforts of Megan Huscher and her pair of magazines, **Preschool PlayROM** and **Elementary ClasROM**. Both are unique, dedicated to reporting on software, fonts, web sites... pretty much anything having to do with computing and school, either for preschool children, or elementary classrooms. While the finish may not be up to MacSense standards, the effort shows through in the quantity and quality of the articles she produces. What seems to be a one woman operation at the moment deserves to be much more, and we'd like our readers, at least those with young children, to consider supporting these fine publications. Write to Megan Huscher at MeganEHS@aol.com

That's all she wrote

That's it for this edition of the best e-zines. Check out the rest of this feature now. Following this article you'll find a short tutorial on getting yourself published online. Then after that there's a quick review of the best programs to help you get the word out. Have these magazines inspired you? Got an idea? Read on!

How to Publish with Electrons

Electronic publishing is booming. On the Web, on the desktop, with the advent of online services. Once upon a time, it was **desktop** publishing freeing the opinions of the masses. Hundreds of people across the world began putting out newsletters, fliers, and pamphlets, using just their Macs and their LaserWriters. Today, though, you can get out there without the cost of a printer, the costs of distribution, or the costs of advertising. Today, with an online account and a computer, you can say whatever you want to say, and have a million people read it tomorrow.

In this article I'll cover the nuts and bolts of getting yourself published online, I'll talk about copyrights, (briefly, since I don't really know what I'm talking about) and I'll offer some advice (well-intentioned, at the very least) gleaned from ten months of continuous online publishing.

1. You need something to say

If you don't have an idea of what you intend to write about, take a deep breath, sit back, and consider knitting. Books about knitting come with ideas and patterns. Lesson one is a pair of booties. Lesson two is usually a scarf. But if you don't already know what you want to write about, I'm not about to offer up an idea.

It can be just about anything. With half the households in America owning a computer, and more around the world joining every day, the audience for electronic publishing is burgeoning. Niche markets exist, and they are ripe for the picking. Want to tell everyone about your new puppy? I know of no 'zines about dogs. You have a plan for world peace? Get in line, but do tell us about it. You and your friends are writing short stories but you can't get them published? Publish yourselves! You know what should be done to the country, if only the President would listen to you? Maybe he won't but some of the people certainly will.

Contrary to popular wisdom, good ideas aren't hard to come by. You just have to be content with a small population sample that thinks you walk on water.

2. You need to be willing to work

It's 2:00 am where I live, and I'm writing this article. If you're going to publish, you've got to

be willing to go the extra mile to find that perfect word, or to finish up that final article.

If you're not sure that's for you, write for somebody else. If you can't live with a deadline, or (gasp) nobody will print your writing, then you're probably best off checking out the numerous newsgroups on the Internet. These lists of messages provide the perfect place to sound off about what's important to you, and while you might get flamed, it won't take much effort on your part.

If you're ready to knuckle down, or you used to work as a substitute ox out on the farm, you can breeze through this step and on to the next.

3. You need to pick a format

Pretty simple choices. For cross platform compatibility (though why you want those Windows folk reading what you write, I'll never understand) you can't beat either the simple text file, or the less simple Web page. Actually, that should be the **much** less simple Web page.

A text file can be created on any word processor, and delivered either as a fill, or as part of a longish e-mail message. Several of the most successful electronic magazines are formatted this way. In fact, TidBITS, ATPM's Macintosh News Magazine of 1995, has been distributed as text for all 308 issues.

The Web page is a bit more complex. Though technically still a text document, you have to write that document in a language called HyperText Markup Language (HTML) with arcane rules and codes. Try it if you want.

If you're not worried about cross-platform compatibility, you've got several good programs to choose from on the Macintosh. A few of these are discussed in the next article in this feature section, but here's the run-down.

Some stand-alone applications create stand-alone documents (also applications) which can be uploaded and downloaded by themselves, and will run by themselves. DOCMaker is one example, and you're reading a DOCMaker document right now. These programs make up the bulk of e-zine publishing on the Macintosh, simply because they're so simple to operate.

Some folks also publish using a software package like Director, a multimedia extravaganza that is very big, but looks fabulous when you're done. If you have the online credit, check out @Type.New number five, a font "magazine" in this format. Beautiful to look at, but downright hard to do. I leave the more ambitious of you to it.

4. Write the stuff

I'm not getting involved here. However you and your muse work it out, I wish you the best of luck. This is, without a doubt, the hardest part.

5. Design the thing

Only a few words of advice on design. Keep it as simple as possible. Use color sparingly. Use funky type sparingly. Be consistent. Don't use yellow type on a white screen. (You would not believe how many people do this!) If you can't draw, don't.

6. Be aware of copyright law

The world of the Internet is fraught with shady copyright dealings. People using fonts here, or graphics they got from somewhere else in their magazines. The best way to protect yourself, ie, your writing, your original art, and your design, is to protect the property of others, too. Don't use graphics or articles without permission, and always acknowledge their source.

Basically, copyright law goes like this. You put the copyright symbol, ©, and the date, and your name, and that material is copyrighted. You write "All Rights Reserved" and nobody can do anything but look at your material. In some cases you might be advised to put, "All Rights Reserved, including upload, reproduction, and reprint rights," if you want to be sure they know what they can't do. Or you might write, "All Rights Reserved, except as regard re-uploading of this material to any online service or BBS," which would let people upload it elsewhere. That's what I do with ATPM. But if you want to do anything else, you must ask first.

Of course, if you forget to put the on your stuff, you're still protected. As soon as you write anything, pain anything, put a note to paper, the work is legally yours. Unless you're copying it, of course. But you can protect your rights further by including a copyright notice, and even moreso by registering your work with the Federal government (when they're not on furlough).

Easy, eh?

Okay, it's about to get a little more complicated. If you ask someone to write something for you, and you pay them, then the material is a "work for hire."

Employees producing material under their contract with you automatically produce "works for hire" that belong to you, not them.

Freelancers must sign a statement agreeing that what they write for you is a work for hire and that you will own all the rights. If they do not sign such an agreement, but allow you to use the work, they retain all copyrights, except that you may publish it, and re-publish it in a later collection or anthology or version.

Freelance authors who do not sign over their rights are free to re-publish, re-work, and re-market their writing with no penalties. In other words, you, as a writer, write this great piece for ATPM. Somebody at MacUser sees it, and wants to include it in their next issue. You can do that, even though I've gone and published your article, unless I got you to sign the rights over to me. And I would never do such a dastardly thing. <grin>

7. Proofread!

Sounds dumb, but believe me, it will really make you **look** dumb if you don't catch "mostyl" in the paragraph right after you claim there are no typos in the magazine. Most magazines will let you use a spelling checker, or sometimes they'll let you export a file as text. You can use a spelling checker on that exported file.

You should still give the whole magazine a read through, however, as the spell check won't catch "from" when you meant to write "form."

8. Distribute

Don't just send it to your friends. Advertise! Put it on as many services as you can. Upload it to three or four or five libraries on each service. Send it to good friends with instructions for them to pass it on to servers and sites they know about. And in your magazine, offer to send people a copy by e-mail.

9. Persist

If it wasn't a one-shot, keep going. Publish again, and then again, and then again. Get friends to help you write, edit, draw, distribute, proofread... Make it better each time, and respond to what your readers say. You won't go wrong.

The Best e-Zine Tools

You've seen what's out there and you think you can fit into the cracks. You know what all the steps are, and now you're just rarin' to go. All you need is the tool, and then you're set. So you're reading this to find out what I recommend.

If you're going the text route, stop reading now, open your word processor, and start typing instead. Save it as a Text file, and you're already on your way.

If you're exploring the Web page, you might want to buy one of those three-hundred page HTML books in the bookstore, or you might want to buy a copy of Adobe's PageMill, guaranteed to make Web page creation a snap. (Or you might want to read our review of it, first.)

But if you've decided you want to explore the world of Macintosh electronic publishing on the desktop, you've come to the right place. There are, at the moment, three applications, all shareware, that can help you publish your magazine.

e-Zine Maker

The first is quite simply called e-Zine Maker, by Bowerbird. This software, priced at \$59 for online registration, has an interface down the right side, and a large window on the left to display your text and graphics. The program comes with the manual installed, and to create your own magazine you replace the material with your own material. Essentially, it's a template of a magazine, and you use that template to make your own. Unfortunately, that's about as easy as it gets. The menus are strange and non-standard, the buttons along the navigation bar are unchangeable, and the instructions are somewhat hard to follow. Also, the manual, clearly done to show off the power of e-Zine Maker, is full of multiply sized text, outline text next to bold text, garish colors, random graphics, and disturbing backgrounds. None of this forces you to maintain this look in your own magazine, but it does make the manual a little difficult to get through. For example, one tip says, "If you want a hard copy of this manual, go under the '@@@@' menu and choose 'export text'. That writes out all the text in the e-zine to a disk file." Where you can print it from your word processor. No print command. And what's under the "####" menu?

Admittedly, e-Zine Maker has some powerful features not available in the other programs I looked at./ You can specify a different background for each chapter in your e-Zine. You can customize the menus. (So you could have a "???" menu.) It also includes some handy advice for

creating an e-zine and distributing it, and when registered, will let you lock the magazine, preventing any unauthorized changes.

Still, e-Zine Maker suffers from a preponderance of featurishness. That is, there's a lot of cute stuff you can do, but none of it looks terribly professional, and the main interface with the magazine intrudes on the reader's experience. With a simpler interface for both creation and reading, and with a cheaper shareware price, this could be a contender.

eDOC™ 1.1

This review was provided by Matthew Schmeer, publisher of Poetry Ink, a magazine that uses eDoc to present itself to the world. We'd like to thank Matthew for his contribution.

eDOC is an “autonomous-document shareware software,” as its creators, Michel and François Touchot call it. I, on the other hand, call it one useful utility that I could not work on my Mac without. In a nutshell, eDOC is a “portable” document creator which can create both eDOC standard documents (called eDOCs, which require the eDOC Reader) or self-reading documents (or SRDs).

eDOC is not a word-processing utility such as DOCMaker, another application which allows the creation of “portable” documents (and which is used by ATPM. In fact, you are reading a DOCMaker document now). Rather, eDOC works as a printer driver that is dropped into your Mac's extension folder. You select it from the Chooser (or use PrintChoice 1.4, a separate piece of software which places all your Chooser choices in a pull-down menu) and create your eDOC document in whatever application you decide, such as Microsoft Word, WordPerfect, or ClarisWorks. When you are ready to create your eDOC, you simply select “Print” from within your application's “File” menu and select the options you want and a place to save the document. When you are finished printing, you will find you have created an eDOC document, which can only be read and not altered in any way (at least, not without ResEdit). Your original document is untouched.

The catch is that in order to view eDOCs on another computer, that computer needs to have the same fonts in the System Folder/MacOS Folder that the eDOC document was created with. This ensures that the text displays properly. By using fonts commonly found on all Macs (such as Times, Geneva, Chicago, and Courier, which are included with almost every Mac and Macintosh-compatible printers), this non-feature can be worked around without losing any text integrity.

eDOC is similar to other print utilities such as Print To Disk or Print2Pict. The difference lies in the fact that eDOC runs well in low memory situations, and in order to read a regular eDOC document, you need the eDOC Reader (SRDs do not need the eDOC Reader, as the self-reading code is embedded within the document). Also, eDOC does not support the embedding of QuickTime™ compressed movies, JPEGs, or sound. However, eDOC was created more for the dissemination of text-based information than for multimedia presentations. eDOC excels at its created purpose, and its \$25 registration fee is well worth the money if you frequently distribute electronic documents which you do not want altered.

As the editor and publisher of Poetry Ink, the literary magazine for the Macintosh computing platform, I use eDOC to distribute Poetry Ink across the Internet. Poetry Ink has no need of the flashy extras like embedded sounds or movies, so eDOC works very well for our particular situation. So far, we have had no complaints about our choice of “portable” document platforms; in fact, all we have received are compliments!

*Matthew Schmeer (PoetInk@eworld.com) works in workers' compensation by day and is a writer and poet by night. He invites you to visit Poetry Ink's web site at:
<http://atlantis.austin.apple.com/people.pages/wayneb/PoetryInk.html>*

DOCMaker 4.5.1

You all know what I'm going to say, don't you? DOCMaker is what I consider to be the best portable document creation application available as shareware. But don't let my obvious bias sway you. Mark Wall's program is used by MacSense, ATPM's choice for Best e-Zine of 1995, and by Inside Mac Games, the most successful commercial Macintosh magazine launched since MacUser and Macworld. In fact, of the thirteen magazines mentioned in this feature's Best of 1995 article, ten use DOCMaker. Let me tell you why.

It is simple, and it is powerful. It looks like a word processor, and it (for the most part) acts like a word processor, complete with font selection, bold, italic, underline, and all the rest. Placing graphics is as simple as copy and paste from your graphics program. As is placing sound files, movies, or buttons that do various things, from navigating the magazine to printing, quitting, or starting another program. Design is straightforward, but flexible enough to let you do what you want with a page. With an eye towards ResEdit, you can even change the colors used to color text. For example, the **blue** and **green** in my copy of DOCMaker are not the usual text colors.

Sure there are some problems with DOCMaker. Graphic placement could be better, and text wrapping doesn't exist. (You end up using a lot of spaces and carriage returns.) Justification is on a chapter basis, rather than a paragraph basis, a "feature" that won't be fixed too soon for me. And it's still annoying to have to copy the ATPM icon onto the stand-alone document every time I save a change.

But DOCMaker is the choice of electronic publishers worldwide, not because it has great graphic display capabilities (or not), but because it is so easy to use.

Mark Wall spends a good deal of his time fielding questions and suggestions, and even offers customized versions of DOCMaker for people who need special effects or capabilities. All of that for just \$35.00. And that's if you plan to profit from your publication. Not-for-profit e-zines are charged only \$25, and educational customers only need fork over \$20. Not too shabby for such a fine program.

For a review of DOCMaker 4.5, the latest version of the program, turn to the next chapter.

DOCMaker 4.5

By Paul Taylor, ptaylor@primenet.com

Well, welcome to the future. It has come to the point where there are just as many computer equivalents of regular items that we have come to enjoy in our lives. Instead of bellying up to the local bar, you can plug in to live chat with people around the world. Instead of going to a travel agency to make reservations for Hawaii, you first visit the Hawaii Web Page to get an idea if you'll like it, then you plug into the Eeasy Sabre and make your entire flight arrangements using only your keyboard. Instead of getting a hand cramp writing a really long letter to your friend in Japan, you now get a hand cramp typing a really long E-Mail to your friend in Japan, who gets it within hours of you clicking the "send" button. I could go on like this for days, but you get the idea. The computer, especially the Macintosh, is becoming more and more useful in more and more creative ways. Let's concentrate on another facet of this evolution with this article: the advent of the electronic magazine, or "eZine" as they are called on the 'nets. If I lose you with any of the terminology I use in this article, please feel free to complain directly to the editor of this magazine, R.D. Novo! (got ya, Danny!)

Now, I must admit that I am a little biased to the whole eZine world. You see, I am the founder of the Taylor Plus Press and we publish an eZine called Mac Media. It is not entirely unlike this one you are reading now. The point I'm trying to make is that the world of eZines sprang up rather suddenly, evolved hurriedly and is quickly becoming quite the trendy thing to be involved in. It has come to the point where just about anyone who can find the keyboard and the mouse can create a halfway decent eZine. The really good eZines are few and far between, though. However, this is not necessarily a negative. Even some of the really horrible publications have at least a good point or two that make them somewhat worthwhile. Besides, as long as you keep your mind open you almost always gain something from what someone else has to say. That's the beauty of the computer eZine.

Now you may be wondering why eZines have become such a big deal. Well, it is really quite simple. They are easy, inexpensive, and simple to distribute on a wide basis. And do you know why? One word: DOCMaker. DOCMaker is a quick, simple, efficient software item used to build free-standing eZines that can be quickly distributed and viewed by masses of people, without having to worry about what type of software the receiver owns. Just step back a second a look at this eZine. Yep, it was published using DOCMaker. Although DOCMaker, by Green Mountain Software, has been around for a while, this latest version has ironed out some bugs and problems and refined the interface to the point where even a person who almost has no need for it might want to just have it lounging around on their hard drive. (For argument's sake let's assume you are at least a little familiar with older versions of DOCMaker, so I'll spare you the

gory details of an in depth overview of all its functions at features. There are probably a million and one reviews of older versions of DOCMaker to be had in a billion and one places on the 'net.) Now, for the people like myself, who used DOCMaker on a regular basis, this latest version is nothing short of a Godsend!

One of the biggest gripes I had with earlier versions was the amount of time it took to save a document I had modified. Even if I only made a minor change such as replacing one word on one page, DOCMaker would take about 2 full minutes and re-write the whole document. This lead me to not save my documents quite as often. Then my Mac would crash for some reason and I would lose all my work. I have come close to missing deadlines because of this. A thing of the past is this little glitch now. (Said in a Yoda voice) DOCMaker is now smart enough to simply re-write the parts of your document you have chnaged, saving countless hours of wasted time over a long period.

Another of the new and most noticebale changes to this version is the ability of the reader to select text and copy it out for use elsewhere. This is a function that is available on most every other application that allows you to view any sort of text, but was painfully missing from DOCMaker. I never could understand it. It seemed at points that Mark Wall, DOCMaker's author, was a genius, and at times it seemed he was a forgetful child. I mean I could list a thousand reasons you'd need to be able copy text out of a document. Well, Mr. Wall saved face and added this ability to the latest version. As the author of a document, it is now my decision to enable this feature with individual documents, or to disable it depending on my preference.

Mr. Wall also apparently cleaned up the code for DOCMaker and tossed in a few little morsels for publishers. Users now have the ability to change the background color of the pages (very cool!) and perform a few other helpful functions like display the pictures only as outlines while putting together the document. This makes scrolling through the pages while looking for where you are going to place that new paragraph a much quicker task because the pictures are not having to re-draw every time you pass them. And, the most noticeable new feature is the refined reader interface, which is geared toward pleasing you, the reader.

The new reader inteface is a beauty to behold in and of itself. The bars surrounding the document have been refined, the navigation arrows are polished and the contents text is easier on the eyes to read. The documents are also more intuitive. All the naviagtional arrows are located together in the bottom left corner of the document, within quick reach of each other. Two new buttons, the "All the way to the back" and the "All the way to the front" button have been added for times when you are in a hurry to get somewhere. A table of contents is also placed right next to the navigational buttons and is accessed by clicking and dragging to the chapter name you wish to view. Heck, even if I missed a bug that you encountered as a reader or user of DOCMaker, it is more than likely taken care of now.

It is apparent that Green Mountain Software had the user and the reader in mind when they updated DOCMaker. I have found it to be a refreshing change from the older versions which still had silly mistakes contained within their interface. To fully experience the power of self expression that your Mac has to offer, I strongly recommend grabbing a copy of the latest version of DOCMaker. That's right! Put your thoughts down on paper.....um, I mean on screen and send them out for the world to see. Let's just keep it clean though, okay. There's enough porn on the 'net already to make that John Holmes guy proud.

Adobe PageMill 1.0

by RD Novo

"Come see the Web! See the amazing six columned table! Watch in revulsion at the site that blinks! Wonder at the scratchy audio! You'll not see the likes of this anywhere else! Price of admission, just \$99.00!"

Open a box of Adobe's PageMill 1.0 and that's what leaps out. PageMill, they promise you, will bring you into the Web age. Perform Web page feats with minimal sweat. Amaze your neighbors, surprise the dog. And all that.

PageMill is, in fact, as easy as all that. Point, click, type. Nothing could be simpler. You can drag pictures and place them, you can click on a button and see what your page would look like in a browser, then edit it some more immediately. Making a colorful background is simplicity itself. You can make text bold or italic just as you would in SimpleText. You can even make forms easily. But to be good Macintosh software you have to be simple **and** powerful. It is on this second count that PageMill comes up short. PageMill accepts only HTML 2.0 tags, and while you can type commands in "raw HTML" the program handles these commands inconsistently between sessions with your Web page.

I've been designing web pages for about a month and a half now, and right now I'm using a text editor to do most of my work. PageMill crashes too often, and does not allow me to use or see the effects of the more recent Web commands in HTML 3.0.

I'm not giving up on PageMill, I just hope that when PageMill 2.0 comes out, people who bought 1.0 will get a considerable break on the upgrade price. After all, PageMill is a hot seller, right behind Microsoft's Office super package, and we who made it that way were probably thinking we were getting more for our \$99.

PageMill is designed for the Web novice, but even then fails to include a tutorial on the basics of Web page management. Where's the helpful information on file transfer protocol, whereby you get your page on somebody's server so the world can browse through? No mention of what you can do with a form, except to say that it is "beyond the scope of PageMill."

PageMill has been called the PageMaker of the Web. Several reviewers have mentioned that PageMaker 1.0 wasn't a stellar program either. PageMaker 6.0 seems to be much better.
<grin>

I've gone on too long. You know, by now, that I am unimpressed with PageMill. It did not fit my needs. I wanted to make a Web page, yes, but I wanted to make the best Web page I could, not just a basic, "This is me, this is my cat," page.

In all fairness, other reviewers, while decrying the bugginess and slightly non-standard features of PageMill, have all heralded it as a ground breaker in Web page authoring. I will, grudgingly, admit that it is that. It's just not what I was led to believe it would be.

Sam & Max Hit the Road

by David Lindsay

Before we get on with the review, while I have your full attention, I would like to correct a mistake I made in my review of Full Throttle last month. I said that the manual was fairly skimpy, and didn't describe about the interface at all. Well, it just so happens that the other day, when I opened the Full Throttle jewel case, out fell the manual. It was in the case the whole time. Boy, do I feel stupid. The manual is very well done, and I am very sorry to everyone who I misled. Now that that's off my back (or shoulders, or chest, whatever) it's time for this issue's review!

I have a good one lined up this time, and guess who publishes it. None other than LucasArts (I will review another company soon. I promise! Right after I review Day of the Tentacle and a few others.). I remember back to 1993. I had a Centris, and was on the phone to the LucasArts customer service rep.

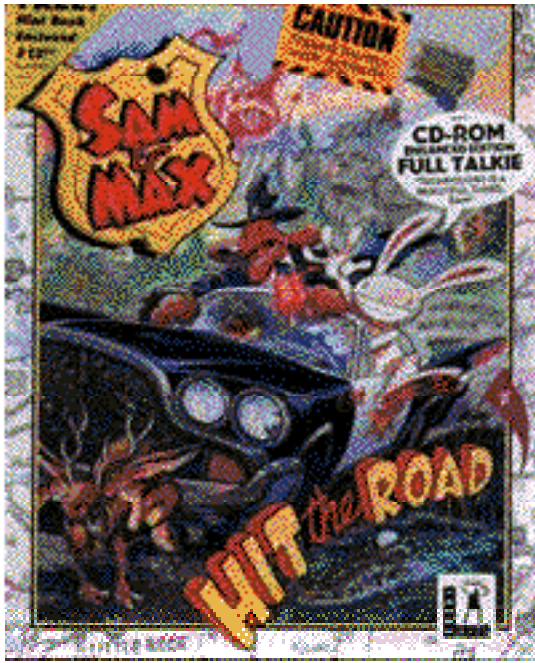
"Do you know if Sam and Max Hit the Road will come out for the Mac?" I asked.

"We're not quite sure. I haven't heard anything about a Mac version of Sam and Max. As far as I can tell, it won't be coming." The kind LucasArts rep. told me.

My hopes were shot. There would be no hyper kinetic rabitty thing (Max) dancing across my screen this Holiday season. No bungee jumpers jumping off of Mt. Rushmore. No Sam. No luck. It just wasn't going to happen. The one and only game I really wanted wasn't coming. I had to resort to playing the demo on a friend's computer.

Time passed. I got other games to play. Freddy Pharkas (hah! A Sierra game!), Jump Raven, and Indiana Jones among a room full of others.

It had been two years since the call (well, almost), when I was online ,reading a message. It read: "LucasArts to release Sam and Max Hit the Road and Day of the Tentacle for the Mac." I was ecstatic! I would get to see them! I would get to watch Max do stupid stuff, and play Wak-O-Rat! YEA!!! Oh, I was excited about Day of the Tentacle too. Whatever. Anyway, I checked out the LucasArts web page, and it was official. LucasArts got wacky. They released two titles (Sam and Max and Day of the Tentacle) for the Mac. I couldn't wait much longer. I now have Sam and Max running around my screen, trying to catch Bruno the Bigfoot.



took my time) and it was great! What did I expect from LucasArts? The game combines everything needed to make a great game, plus some extras.

In the opening scene, a "mad scientist" ties up his ex-girlfriend in a chair, and is about to fry her. Just as he's about to pull the switch, a beat up old police car comes crashing through the wall. It belongs to none other than Sam and Max, the Freelance Police. While Sam is off "saving" the girl, Max is, umm, er, uhh let's just say attacking the "mad scientist". Max finishes up with his task, and the two hop back into their car and are on their way to headquarters. As far as I can tell, Sam never unties the girl in the chair. The credits roll, and a slide show of Sam and Max plays. When the two finally

arrive at HQ, they hear something ticking. Max realizes it's the head of the mad scientist (which is mechanical) and throws it out the window. It hits a bus, but it's no big loss. Nobody they knew was on it. Strangely enough, at that very moment, the phone rings. It's the commissioner. He says that you will meet a courier on the street with the case. It turns out that Bruno the Bigfoot and Trixie, the giraffe necked girl have run away from Kushman Bros. Carnival. You need to track the two down, and return them to the carnival.

You can tell right from the start that this is going to be a twisted, funny, different, weird, deranged, and downright great game. Trust me on this one folks, your \$30 bucks won't be wasted on one of those other games. Really, would you rather be:

- a) Blasting Cyberdemons to a pulp,
- b) Bungee jumping from your favorite president's nostril, or
- c) None of the above. Both are way too violent, and I would rather learn to cook with Dom DeLuise.

If you answered b), you are CORRECT!

Sam & Max travel across the U.S. via the magic postcard. Locations pop up there, when one is mentioned, or when you find one. You begin with 6 locations. Three Snuckey's restaurants, (take off of Stuckey's or something) where you can get fine Sam and Max "Mini Games" and those awful nut log things. Headquarters, the carnival, and another highway game, where Max has to jump over road signs.

Plot

Well, I just laid it out above, but here goes again. Bruno the Bigfoot and Trixie the giraffe necked girl have escaped from the Kushman Brothers carnival. It's your job as Sam (the dog) to find the two sideshow acts and return them to the Kushman Brothers (who weren't separated at birth if you know what I mean). There is one suspect: the awful country singer Conroy "Mophead" Bumpus. Along the way, you'll visit the Largest ball of twine, and the fish restaurant at the top, the twisted Mystery Vortex, Bumpusville, home of Conroy Bumpus, and a number of other exciting locations throughout the game.

Graphics

The graphics in Sam and Max are one of the best parts. Just like those in the comic book (yes, there is a whole series. The game is based on those comics, done by the talented Steve Purcell). In fact, Steve Purcell did some of the graphics in the game. Some things are drawn way out of proportion (on purpose of course!), like the police car, and various locations throughout the game. Some of the locations include the World of Fish where the two see fish, fish, fish, and really big fish. The Mystery Vortex where Sam and Max shrink and expand as they walk the twisted hallways trying to find a mole person. At Mt. Rushmore Sam and his pal get the opportunity to bungee from George Washington's nostril, and no adventure game is complete without a stop at the Largest Ball of Twine, and a fine meal at the fish restaurant on top of it. All this is cute and all, but there are puzzles to solve at each of these locations (Yes, there are a ton more places to go!). Like in Full Throttle, there are 4 graphic options. You can make the screen really small (I think it's something like 320x230). You can have it large screen and interlaced (every other line), which makes the game seem darker. On the other hand, if you have a slower machine, this option improves game speed. The "Doubled" option doubles the small screen mode. This makes the characters look somewhat blocky, and it is equivalent to the IBM PC's maximum resolution for this game. Like I've always said, Macs are better, and this next one proves it. It takes the doubled resolution mode and brings it one step further. This is the Graphics Smoothing option. It is PowerPC only (Sorry O40's) and smoothes out the jagged lines for full screen crisp and clear resolution. All of the game screens are in vibrant 265 colors, which it looks just great in. The whole game is 2 dimensions (adding to the cartoonish look) but there are a few 3D objects. These include a helicopter that swoops by, and a tram up to the ball of twine. They are a nice treat.

Interface

The interface in this game is different from any other. There are two ways to access it. One is the keyboard commands which have been most useful in the long run. Just punch in the correct key, and that "tool" comes up. Push the "W" key, and the walking fingers come up. The "T" key brings up a mouth that is the icon for talk. "U" is the use command. It shows a little squeeze toy. The "P" key is the pickup function. When you press the "L" key, the cursor changes to an eyeball for look. At one point in the game, the game suddenly turned to grayscale mode. I freaked. I saved and quit. When I tried to re-open the game, it was still in grayscale. I didn't know what was happening, so I restarted the game. Back at the beginning. I had to do it all over again. It was a few days later, when I was flipping through the manual, where I noticed the keyboard command for "Film Noir" (black and white mode). I was so relieved. I had accidentally hit the "B" key, and it changed the game's color map to grayscale. A quick press of the "B" key put everything back to normal. There is another useful function. By pressing the "V" key, the game activates the "Dummy Verb Mode". That puts the names of the cursors under them. Another way to access the interface is through the inventory. There is a little cardboard box at the lower left hand corner of the game screen which holds the verb commands, and the inventory. The verb commands work like this: Let's say I want to talk to someone. I pull out the mouth icon, and wave it over the person (or thing) I want to talk to. If I can talk to it, the mouth opens, if I can't talk to it, the mouth remains shut. Same goes for the Pickup command. If I can pickup an item, the hand icon closes over it. If not, the hand stays open. All of the game commands work like this, only each with their own unique icon.

Music and Sound

I would have to say that the parts for Sam and Max were cast and executed very nicely. Both voices sound just like Sam and Max should sound. Every character has a good voice actor/actress in the game. The sound effects are wacky, and are just the right style for the game. The iMuse music is back again as well as 4 songs digitally recorded on the disc for the ultimate experience. The 4 tracks (the intro music, some trumpet/cornet solos, Conroy's country song, and the nature track) can be played on any audio CD player (including the Apple CD player) if you want to keep the thoughts of the little bunny and dog running around your screen, still with you after you finish the game.

Gameplay

Just about the best part of the game (or any game for that matter) is the gameplay. Sam and Max is definitely no exception. The puzzles in the game will have your mind racing for a while. I'd say about a month or so. That's about how long it took me. The puzzles are very unique to this game. Someone lost their mood ring in the largest ball of twine, and you have to find it so they can tell you where to go next, so you can solve another puzzle. At one point in the game, you have to go into Virtual Reality to disarm a security force filed to rescue the bigfoot and his girlfriend. Another time, you need to assemble a bigfoot costume to get into a bigfoots-only party which involves skinning a Woolly Mammoth (good luck finding one of those around these days), and then finding a way to stick the fur on.

Then there are a lot of just downright funny spots in the game. A foul mouthed (censored for your protection!) tool bending swami in the fish restaurant is one of those spots. There are also a few Sam and Max Mini-Games incorporated into the main game that you can pickup at your local Snuckey's roadstop. These games include CAR BOMB™ (A Battleship like game, only you use cars), The SAM AND MAX DRESS-UP BOOK™ (Dress Sam and Max up any way you like!), MAX'S PAINT BY NUMBERS BOOK™ (Color in various scenes of the game), HIGHWAY SURFN' (Make Max jump over road signs), WAK-A-RAT™ (Whack rats that pop up out of holes in a box. "Wak" 20, and earn a prize), and finally GATOR GOLF (Play mini golf in a gator infested swamp).

Cool Stuff & Added Options

As in Full Throttle, Sam and Max comes with a built in screen saver. When they're not saving a bigfoot, the two save your screen. Always hard at work those two. Another feature of the game is that it takes a picture when you save. That helps, because in case what you name your saved game doesn't have anything to do with where you are, or what you've done, you'll be looking through 25 saved games asking yourself, "Was I here?" Finally, the two of you are invincible. No, it's not those bran flakes that Sam and Max ate for breakfast, you are truly immortal. No being killed for just getting curious and going through a door. You could even take on Arnold Schwarzeneger [How do you spell this guy's name!?!] if you wanted to (Not in this game though. Sorry). Plus there are demos of other LucasArts upcoming games on the CD!

Summary

Well, what can I say. It was worth the two year wait. With the improvements to the graphics, and the speech option, what more could you want...wait. Don't answer that. I found this game WELL worth my time and money (it's cheap!). I love those two little animals that try to make

the world a better place.

If you ever finish that mountain of games that you might have gotten, or want to trade Microsoft Word 6.0 for \$400 dollars worth of quality games, then I strongly suggest Sam and Max Hit the Road. It earns my seal of approval, and I give it a YOWZA!. It combines all the elements of a quality game. Hey, it's from LucasArts. Isn't that enough?

Pros:

Nice graphics
Great voice acting
Great characters
Good price (\$\$Cheap\$\$)
Digital music (some parts)
Built in screen saver
Cartoonish feel
For beginner gamers
For advanced gamers
For pro gamers
Hint book enclosed

Cons:

It ends

RASC Advisory Rating:

Violence: 2; Humans injured
Language: 2; Expletives

Although there is a hint book enclosed I strongly suggest locking it up and not using it at all! If you use the hint book and spoil ANY puzzle in the game, even a small one, I will never speak to you again. How's that for a threat! ;-)

Requirements: Apple Macintosh or 100% compatible with at least an 68040 (or PowerPC) running System 7.1 or higher. You need a double speed CD-ROM drive or faster, and 8 MB of RAM (More is better).

Includes: Free hint book, Rabbit, Dog, Bigfoot, Annoying Country Singer.

Price: LucasArts sells it for \$29.95 but I'd say about \$25.00 retail.

Well, in my last review I only got two replies back. For being kind and replying, those two people should have a new car/bike in their driveway by now. To one I sent James Bond's new BMW Roadster, and to the other, a souped up Harley (or should I say Corley. Get it? Well, play Full Throttle, or look in my last review). Now see what sending a simple e-Mail message can get you? Too bad nobody else said anything to me. This PowerMac 8500 is just collecting dust over here on my desk. Let's see how many e-Mails I get this time. You can send your questions, comments, or flaming e-Mails to me at either e-Mail address:

GaMstR@eWorld.com
gamstr@interserve.com

Send in your requests for my future reviews. I'll look 'em over and see what I can do.

P.S. - If you believe I really sent people a BMW or a Harley, or that I have an unused PowerMac 8500 on my desk here, then you should look at the three-headed monkey right behind you! Just kidding about the prizes though. Nobody got a car, a bike, or this 8500 still setting on my desk, but the three headed monkey is still right behind you! See ya next time! :-P



Reader Survey

Click on the button (above) to output this chapter to a text file, which you can then open in SimpleText or another text editor, fill it out, and send back to me at rdnovo@eworld.com

First, a question or two about you and your computer. I would like to know something about what demographic reads the magazine, so that advertisers will know to whom they are advertising by putting their money into ATPM. I'm also, frankly, interested in who you all are. Results will be tabulated and printed in future issues. So please don't consider it an intrusion when I ask the following questions:

What is your age range?

- Younger than 18
- 18 - 25
- 26 - 35
- 36 - 45
- 46 - 65
- 66 or older

What is your gender?

- Male
- Female

Is your profession computer related?

Is your profession Macintosh related?

Do you (or your family) own the computer you're using?

What kind of Macintosh is it? _____

Does this Mac have a CD-ROM drive (either external or internal)?

Do you have access to the World Wide Web?

I'd like to finish up the survey with a few questions about your ATPM viewing habits. This will

let me know what areas of the magazine would be worth more to any advertisers, and as such, which areas I can charge more for.

What section do you read through first in each issue? Second? Third?

Do you look through the entire magazine, from "cover" to "cover?" ___

Do you pass ATPM on to anyone? ___ How many others? _____

Do you upload ATPM to any other places online? ___

Where? -----

About how many people access it from these other services?
(ie. what's the download count of the file on these services after a month?)

Thanks!

Help Wanted

I have finally buckled. Hereby I am officially asking for volunteers (and paid folk, eventually) to help out with ATPM. I need artists to do cover and interior art. I need willing people to assume some editorial duties. And I always need people to write.

Artists

ATPM is looking to find an artist or three who'd be willing to produce regular pieces for the magazine. I'm thinking about a cover piece in each issue, probably related to the feature for that issue. (This issue's feature is electronic publishing.) Interior art may also be requested. This position may be paid (depends how much you want) and would be on a piece-by-piece basis, with rights transferring to Only Boy Productions. We can talk. rdnovo@eworld.com

Associate Editors

ATPM is looking to fill the following positions: opinions editor; features editor; reviews editor. At the moment these are unpaid, difficult, time-consuming volunteer jobs. The Grand Plan dictates that they will remain this way for a little while. Each editor will be in charge of one aspect of the magazine, but all four of us will get together, at least once a month, to discuss the direction, future features, changes in art, etc. for the magazine. I intend for all the editors to be involved in ATPM.

The Opinionated Associate Editor will be in charge of organizing the opinions and columns sections (Segments, About This Particular Macintosh, Working for Tips, and any other columnists we bring on board). You'd harass the writers to get their stuff in on time, solicit additional writing from big shots (like Guy Kawasaki, Cary Lu, Bill Gates), and try to fill Segments each month. Simple. Most columnists are eager to write, and Segments has never been difficult to fill. eMail and Mac & Talk need to be filled by the person who receives eMail, and that will continue to be me, for the foreseeable future.

The Featured Associate Editor will be in charge of feature articles. You will (with us) determine what features are coming up, and will solicit writers to deliver articles for that feature. Look at this issue's feature section to get an idea of what I'm talking about. Two, three, or maybe four articles in a pinch. That's it. That's all you do. If need be, you must be prepared to beg me (or other friends) to write articles, or you must be willing to write them yourself.

Powerful incentive to farm it out.

The Very Critical Associate Editor will be in charge of reviews. You'll contact authors, friends, and companies to get products to review and people to write them. Reviews, in the ATPM tradition, are personal accounts filled with anecdotes. It's nice if they are a little unbiased, but for the most part we want to know what it's like to use a product. This editor is also in charge of the shareware review section (missing from this issue) and should be ready to write up two or three shareware reviews when needed. This is probably the most fun of the three positions.

Any takers? If you're interested, get in touch with me at rdnovo@eworld.com

Icon Artist

I need someone to create a three dimensional apple with a quarter cut out of it for the magazine's icon on the desktop. It should be a blue apple, and it should be modeled after the image on the cover of this magazine. Do not include the arrows. Just the apple. I'd like it at a 3/4 above view, that is, like you're looking down on it from about a twenty degree angle off of horizontal. I'd like shading, too. Write to me at rdnovo@eworld.com and we'll talk about it, there may be a small pittance available to any enterprising artists. I am much enamored of the Be icons, if you want an example of what I approve of. Thanks.

Regular Folk

ATPM is always taking any kinds of submissions. I continue to encourage you to submit any personal accounts of Macintosh computing for Segments and Mac & Talk. But I am also looking for contributors to supply news reports, software and hardware reviews (including shareware), regular columns, and/or feature stories for publication in ATPM. If you're interested, let me know! rdnovo@eworld.com

...endnotes

Next Time

Stay tuned, 'cause we've got more coming your way. In the next issue you'll find our Valentine's feature on why we love our Macs so much, including the long awaited article on the names we give our computers. We'll have all the usual columns, including the second installment of Adam's tips column, and a new columnist you'll love! (Trust me.) Plus, reviews, e-mail, and your opinions. Please write to us about your Mac, after all, this magazine is about **your** particular Macintosh.