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*About This Particular Macintosh™ 5.03: About the **personal** computing experience™*

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Any others? Let us know!

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Thanks for reading *ATPM*.

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Welcome

Welcome to the March edition of *About This Particular Macintosh*. In honor of our legal system and in light of the sensational Microsoft anti-trust trial, we've dubbed this our special "Tell the Truth, the Whole Truth and Nothing But the Truth" edition of *ATPM*.

In keeping with this month's theme we've searched the Macintosh world to bring you the best information available in any monthly Internet magazine. There is no room in our e-zine for crazy reports about fly-by-night new products, outrageous tales about back room merger meetings or secret projects known only to the purveyors of these awful stories.

For example, we do not believe that Elvis is alive or that the former writers for the *Seinfeld* sitcom have scripted Microsoft's legal defense. We don't believe that the Walt Disney Company is interested in acquiring Apple Computer or that the Pentium III will excite buyers any more than the Pentium II.

What we do believe is that Apple is on track for another quarter of significant gains in year-over-year net income and gross revenue. We believe new PowerBooks will be released...eventually. The World Wide Developers' Conference will see the debut of the much-rumored consumer portable. It will be available for sale in time for the new school year.

Intelligence Reports and Prognostications

Retail reports indicate that iMacs continue to sell well. The original iMac has continued to sell well to first-time buyers. How many of the original iMacs sold this quarter were shipped to distributors last quarter is unknown to our staff. However, the continuing quick pace of iMac sales bodes well for Apple's first calendar quarter retail and mail order market share.

If you are in the market for a new PowerBook now is an exceptional time to buy one. Prices have dropped dramatically. Apple is first and foremost a for-profit enterprise. Squeezing every possible sale from its current inventory of parts is a top priority. With the

exception of USB and other modest improvements, indications are that the next line of PowerBooks will be similar in design to the current version. It's our understanding that all G3 Macs will be certified to run Mac OS X. With this in mind, the current crop of PowerBooks should provide you with years of mobile computing bliss, if USB is not a factor in your purchasing decision.

We know there are 290 or so shopping days until Christmas but if you're interested in buying the best computer gaming machine on the planet start saving your pennies. The G4 desktops should be available in ample supply for the holidays. AltiVec and other hardware improvements, coupled with Mac OS X (it's easier for game companies to port software to OS X than OS 8.x) make for an exciting combination for gamers. All said, we're very impressed with Apple's product road map.

We now turn our attention to more pressing matters of Macintosh Domestic Policy...

Best Buy or No Buy?

We've heard many reports about Mac buyers having horrific shopping experiences at Best Buy and other large retailers. We're disturbed by the many tales of bad sales help and erroneous information about Macs being provided to potential buyers.

It's our view that Macs will normally sell themselves if they are presented properly to the consumer and the sales people are informed about the advantages of the platform. In fact, it shouldn't take more than a cursory introduction to the Mac to enthuse consumers and store employees. The fact that store employees resist selling Macs or don't care about their presentation says as much about the stores as it does about the employees.

Mac buyers are very loyal to our platform of choice. We tend to patronize stores that carry Mac products and provide a pleasant "Mac experience." What these retailers fail to realize is that most people buy a new computer once every two or three years. However, the same people purchase consumer items every day of every year. Losing a Mac buyer's business means the loss of hundreds if not thousands of dollars in unrelated sales each year. It's too much business for Mac users to keep quiet about.

Mac users need to be more vocal about our dissatisfaction with poor sales help and the lack of accurate information. If you've had a bad experience at Best Buy or another computer retailer, please pick up a customer response form before you leave the store. Detail your experience and why you left the store unsatisfied. Explain that you will not return to the store until you receive a written response about how the particular problem will be corrected.

If you purchased a Mac from another retailer after leaving that store, send along a copy of the purchase receipt to document that you planned to make a major purchase but that the sale was lost because of poor or uncooperative assistance. If you purchased an extended service warranty from the retailer where you bought the Mac please be sure to mention that in your letter too. Mail your complaint to the president of the company or mail it to the address on the customer response card. Money does talk. Especially if you want a retailer to listen.

Bonkers in Yonkers?

The superintendent of schools in Yonkers, New York has wisely chosen to replace aging Wintel PCs with Macs. While the decision to purchased Macs has caused quite a stir in the city, we have only words of praise for the superintendent's forward-thinking decision. He has given the district's students a big lift in their pursuit of higher education.

We don't believe the superintendent in Yonkers is in any way bonkers. The decision to replace old Windows boxes with new Macs is evidence of the end of reverse migration in US education. Apple Computer remains the #1 computer hardware vendor in the K-12 education market. Some of the good things in life need not change.

Please Copyright, Do Not Copy Wrong

It's estimated that over 40% of the software in use today is an illegal copy of someone else's licensed software or a pirated copy manufactured by a criminal third-party. This level of software piracy reveals a shocking lack of respect for copyright and intellectual property laws. The lost revenue to the software companies from piracy is partially recouped from consumers via higher software prices.

It's uncool to give copies of your software to friends and co-workers and it's more uncool to ask others to give you the same. To stem the flow of illegal software distribution, the software industry is looking at a variety of solutions. There may come a day in the near future when software will not be useable on a computer until the serial number is verified by the manufacturer via the Internet. Only one authorization will be issued per serial number and the authorization code will not be revealed to the end user. In the end we all pay a price of one kind or another for illegal copying and software piracy.

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Inside Our Latest And Greatest Issue

Each month our talented staff provides readers with a unique look at the state of Macintosh computing. Whether you've used a Macintosh for fifteen years or fifteen minutes, each issue has something for everyone.

In this month's *Personal Computing Paradigm*, Michael Tsai looks at Integration Technologies such as AppleScript, XML, and Java. Several years ago Apple made many promises about OpenDoc, an early Apple effort at Integration Technology. Veteran users may remember

Apple's promises about OpenDoc. Michael's column compares and contrasts today's technologies with the promises of the past.

ATPM Wants *You*

We'd like to know more about you and your favorite Macintosh products. If you have a humorous story, discovered a unique way to use a Mac, or simply wish to share your insights and experiences, please consider writing a **Segments** column for *ATPM*. Please e-mail [<editor@atpm.com>](mailto:editor@atpm.com) for more information.

Please enjoy or latest Issue!

The ATPM Staff





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Snap-To

I just read your review on Snap-To in the latest *ATPM*. And I agree that it has, in fact, helped speed up my work and save me from carpal tunnel syndrome (I hope). There is, unfortunately, a bug. With Snap-To running in 8.5 if you try to register QuickTime 3.0, it doesn't redraw the screen properly, leaving a gibberish-filled window instead. I wasn't sure what other applications it would affect so I just trashed it. I still have my registration number in case the author decides to update it. Though I doubt it since I have emailed her several times and have not received a response.

Thanks,

Joey

spitfire@skyinet.net

Hi Joey. Thanks for writing. I'm currently running System 8.5.1 with QuickTime Pro 3.0.2 and Snap-To, and have not encountered the problem you describe. Possibly it's another extension causing your problem? If you have QuickTime successfully registered, you might try reinstalling Snap-To and see what happens. If you still have to register QuickTime Pro, you might try it with extensions off, especially if you are using SAM or Norton Anti-Virus 5.0. Let me know what happens, and thanks for reading *ATPM*. —Ed Goss

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MacWrite Pro

I agree with your assessment that MacWritePro (especially the final PowerMac-accelerated v1.5) remains the best combination of power-and-ease of use on the Mac.

The only drawback is that some of it's features are **so** good (frames within frames, including within merged table cells...) they're beyond the capabilities of other word processors to emulate, or of DataViz MacLinkPro to unravel, when I have to communicate with those unlucky enough to be living in corporate-purchasing hell.

Given that Apple/Claris must still be sitting on the code for MacWritePro, Resolve, ClarisDraw, and for that matter ClarisCAD, I would love to see this functionality fed back into AppleWorks in the same way that bits of Copland keep enhancing Mac OS.

Dave Lockwood

lockwood@clara.co.uk

...

We'd love to hear your thoughts about our publication. We always welcome your comments, criticisms, suggestions, and praise at [<editor@atpm.com>](mailto:editor@atpm.com). Or, if you have an opinion or announcement about the Macintosh platform in general, that's ok too.





Have You Ever Heard This One...

How many undergraduate students does it take to screw in a light bulb?

Three. One to screw in the light bulb, and two to throw the football.

How many College Athletes does it take to screw in a light bulb?

One, but he gets three credits for doing it.

How many graduate students does it take to screw in a light bulb?

One, but it takes her seven years to do it.

How many blunders can a company which holds close to a 90% market share in an industry and has more money than many third world nations commit during a federal anti-trust trial?

You gotta be kidding me. Zero, right?

Yeah, that's exactly what I thought when I heard that the Federal Government was going to pursue the anti-trust trial of Microsoft. You see, when it comes to domination of the software market, Microsoft rules the roost. However, when it comes to preparing witnesses for anti-trust trials, the company could use a little help.

To understand what the government's beef is all about, you have to understand just what the heck constitutes a monopoly. I know this sounds like Economics 101, but bear with me.

You see, here in the United States, free enterprise is the king. There is what is known as a free marketplace where anyone is allowed to peddle their products to the masses. This should allow for a whole slew of people to bring their products to the marketplace and sell 'em to the public..

Over time, though, someone may be able to get ahead in the market. Maybe it just starts as an innocent lead in market share, or perhaps inventing a new product or innovating on an idea already in existence.

Suddenly, this company finds itself in a unique position. They have a very large share of the market. While this could be bad for competition, the mere fact that it exists isn't bad. Hey, let's face it, if you offer a better or new and innovative product, more people are gonna want to get their mitts on it.

Where the bad part comes in is when the company with the advantage starts to flex its muscles. It bullies other companies into setting their prices differently, or seeks to corner

the market and squeeze out competition.

To create a Monopoly.

In fact, the United States Supreme Court defines monopoly power as the “Power to control prices and exclude competition.”

The legal test to see if a company or business entity is unlawfully using monopoly power was set up in the Supreme Court case of United States vs. Grinnel Corporation. The test is simple: If the monopolist is indeed in the possession of a monopoly of power in an industry, and it is willfully using its market share to influence the industry then, according to the courts, the company would be exerting illegal monopolistic power. In effect, it's OK to be a monopoly, but if you start to act like one, you are in violation of the law.

Y'all with me so far?

The reason this law was put into effect was to prevent one company from getting a strangle hold on one industry and driving out the competition. The government has actively sought to prevent monopolies from driving their competition out of business. Standard Oil was broken up into daughter companies to open up the oil industry. So was AT&T to open the communications industry. These are just two of many companies which have been disbanded due to their strangle holds on their particular industries.

So, now we find Microsoft in federal court. The Department of Justice is seeking to prove that Microsoft has illegally exerted its monopolistic power to dominate the computer industry.

And, surprisingly enough, Microsoft's executives have been their own worst enemies.

The Department of Justice's case is centering on a few key points. First, they have established that Microsoft's Windows operating system is on over 90% of the home computers in America. Before Windows, another Microsoft product, DOS, ruled the roost as well. Based on the Grinnel test, yes, Microsoft does and has had a substantial domination of the home computing operating system market. So, part one has been satisfied.

Now, here's where the fun begins. The Department of Justice has to prove the second part of the Grinnel test, which is that Microsoft has sought to exert control over the pricing and to exclude competitors. And, it would seem that Microsoft's top brass is doing everything they can to sink their own case.

You see, from the evidence presented in court, Microsoft's executives seem to have acted like bullies and thugs. And, they have proven to be witnesses which haven't really deserved any sympathy.

For example, Avie Tevanian recounted a story about his contact with Microsoft exec Eric Engstrom regarding the Apple-developed QuickTime technology. Apple had hit on a winner with QuickTime. The only problem was that Microsoft had been working on a multimedia technology of their own called ActiveX. Now, Microsoft has been working for a long time to wrest control of many aspects of the computer market, and a company which was having success with something not compatible with their product ruffled a few feathers.

So, Eric Engstrom allegedly fired off a few e-mails to Dr. Tevastian strongly suggesting that Apple get QuickTime into line, or else...

Or else what?

Well, as much as we Mac fans love to poke fun at Bill Gates and the Redmond crowd, Microsoft is the largest manufacturer of software for the Macintosh. The implied threat was simple: keep doing what you are doing, and we'll pull the plug on our Mac software.

This pattern of intimidation has played out more than once, and to other companies besides Apple. Microsoft has bullied Netscape. Microsoft has bullied RealNetworks. Microsoft has bullied the hardware manufacturers to load only Windows on their computers. Microsoft has bullied these companies around because they have a monopoly, and they are using that monopoly to their advantage. The evidence seems to suggest that the second part of the Grinnel test is proven as well.

The amazing thing about this case is that every Microsoft witness, from the Vice Presidents in charge of specific areas of development, all the way up to Bill Gates himself, have been surly, combative, and have made it possible for the Department of Justice to solidify its case. You would figure that Microsoft, with all of its billions of dollars, would hire a slew of attorneys to better prepare their executives for the government's cross examination.

Instead, U.S. District Judge Thomas Penfield Jackson, the judge hearing the case, has physically demonstrated his disgust and frustration with the antics of the Microsoft executives. Judge Jackson has thrown his head back and stared at the ceiling during witness testimony. He has interrupted attorney questioning to get in a few jabs at the witnesses as well. And, you just have to know, when you are on trial, you don't want to make the judge angry. Heck, I had to appear before a traffic judge when I was 17 years old and knew this basic rule of the courtroom.

So, where do we go from here? The Department of Justice may be able to do what no other software company, Apple included, has been able to do. I have a sneaking suspicion that Microsoft is going to be found guilty in this case—which would mean that you could add Microsoft to the list of companies broken into pieces after becoming and acting like monopolies.

And, then, I ask you, who's gonna be doing the laughing then?

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ABOUT THIS PARTICULAR OPINION

THE PERSONAL COMPUTING PARADIGM, BY MICHAEL TSAI

Integration Technologies

A few CEOs ago Apple had a grand vision for the future of computing. It was called OpenDoc. We even ran a cover story on it in *ATPM* 2.09. OpenDoc promised to end the age of bloated do-everything applications by providing an architecture where users could mix and match collections of highly focused “containers” or “parts” to suit their needs.

Apple’s Publish and Subscribe, which debuted in System 7.0, let you “publish” pieces of documents into “edition” files, which other documents could then “subscribe” to and embed within themselves. With OpenDoc, all the data pieces were stored in the same file, and each could be edited in place. When you clicked on a chart, for example, the menu bar would show all the commands that your chart editor supported. OpenDoc promised to completely free users from the application software paradigm, leaving them to focus on their documents, rather than on the tools they used to make their documents.

Cyberdog, originally intended merely as a demonstration of OpenDoc’s potential, suddenly became Apple’s “Internet Strategy.” Although Cyberdog could never compete with stand-alone Web, mail, or FTP clients, it showed enormous potential and is still used by a handful of OpenDoc loyalists. Sadly, an e-mail signature file saying “This message sent using the Cyberdog mail system” or “On the Internet no one knows you’re an OpenDoc part” is all most Mac users are likely to hear about OpenDoc now. It seems that OpenDoc was yet another Apple technology that was released before it was ready (too slow and resource hungry) and before the market was ready for it. While it probably won’t be called OpenDoc or even made by Apple, I think that someday we will be using software that is remarkably similar to OpenDoc.

The Unix Paradigm

In Unix, applications are small and specialized, but general. (Each command-line command is itself a small application.) Multitasking and memory protection aside, the power of Unix comes from the ability to use all these applications in tandem to accomplish tasks. Nearly all documents are stored in plain text format. Thus, each program can operate on another’s data. Whereas OpenDoc Editors could operate on different “parts” of a document, in Unix one can cascade (or “pipe”) the output of one program into the input of another.

The rise of the Internet during OpenDoc’s fall brought Unix’s paradigm for applications and documents to the Mac (and Windows) because most Internet standards are Unix-based. Everyday Mac users are increasingly using text or HTML for tasks when they would formerly have used specialized applications to store documents in proprietary formats.

Even Apple is doing this. Sherlock plugins are essentially just text files, and the new Mac OS Help in OS 8.5 is in HTML format. Apple is learning that while custom solutions like AppleGuide may have advantages over standard formats like HTML, the number and variety of tools (and people skilled in using them) available for standard formats are often more attractive.

XML: The Great Equalizer?

The ultimate in standards-based formats is the eXtensible Markup Language, XML. Like HTML, XML is an extension of SGML, the Standardized General Markup Language. In HTML, there is a standard set of tags you can use to format text, include graphics, and create links to other Web pages. In XML, however, you can define your own tags (hence the “eXtensible”). Each XML file is prefaced by a link to Document Type Definition that describes the tags it contains and how they may be used. (Thus, an application reading an XML file can tell whether the tag syntax is correct, even if the application was written before the particular tags were invented!)

Most Macs users will never need to read or understand XML, but it may soon affect the way they work with their Macs. Since XML allows custom tags, online publishers will be able to make their databases return data in XML format. The tags will describe the meaning behind each part of the data, so applications on the user’s Mac will be able to understand what it means. For instance, an invoice from Amazon.com in XML format could easily be imported into an XML-savvy version of Quicken for record keeping.

The next version of Microsoft Office will use XML as its standard file format. This might seem like an odd move for Microsoft, which has long used proprietary “standards” maintain its dominance. This indicates one of two things: either Microsoft thinks XML will be big and doesn’t want to be left behind, or they feel that they can make Office a more attractive package by storing its data in a format that other applications can understand. Either way, users win.

XML’s goal is to facilitate the exchange of data between applications (and platforms). It will make it easy to edit the same file in different applications, each one excelling at a specific task. This is the opposite of OpenDoc, which placed the different applications (visually) within the same file. It’s not a question of XML or OpenDoc being better than the other—each was designed for a different purpose.

The problem is that right now the Mac is seriously lagging behind Windows and Unix in XML tools. The XML-savvy Internet Explorer 5 for Windows is already in beta, while the Mac version won’t be out until sometime this summer. Probably the brightest XML product for Mac users is the commercial version of UserLand’s cross-platform scripting and content management system, Frontier. (*ATPM* used to use the freeware version of Frontier for Website management, but has since switched to a custom BBEdit and AppleScript solution.) On the editor front, I have high hopes that a future version of BBEdit will be XML-savvy. After all, it already includes an SGML parser.

Java and AppleScript

Apple just released version 2.1 of the Macintosh Runtime for Java (MRJ). It’s faster and

more stable than MRJ 2.0, and offers much improved compatibility. Unfortunately, Sun's specification for the Java Development Kit 1.2 has been out for several months, and Apple's MRJ only just gained support JDK 1.1.6. (JDK is a much bigger deal than the 1.2 version number implies, hence Sun refers to it as the "Java 2" platform.)

Most Mac users' only experience with Java is "applets" that load inside Web browsers. In fact, although Java may not have lived up to all its hype (Remember the talk of whole office suites written in Java?), it is becoming a very important tool. Improvements in virtual machines are making it faster, and I'm told that theoretically it could eventually run faster than conventional applications written in languages like C or C++. Much interesting work with XML is being done in Java, and it is becoming increasingly popular in academia and as a tool for developing custom solutions. In short, much work in emerging technologies is being done with Java, so it should be very important to Apple. Steve Jobs has said that his goal is to make Macintosh the leading Java platform, and I think he's serious.

Macintosh has the potential to be a great Java platform because Apple's MRJ knows how to talk with AppleScript. AppleScript has been around since System 7 Pro, but it really started gaining steam last year. In my opinion, it's one of Mac OS's greatest advantages over other platforms—and it will only get better with OS X. The more I learn about AppleScript, the more I am amazed at how much power was lurking in the applications I use each day.

So what does Java have to do with XML and AppleScript? Well, lots of "glue" applications for integrating XML with existing software solutions are being written in Java. MRJ knows how to receive AppleEvents (the messages that AppleScript uses to control applications), and many Mac applications are now scriptable. To take full advantage of XML, applications must be updated to support it. I think there is serious potential here, for the Macintosh to take advantage of some of what XML has to offer by using AppleScript to interface existing applications with Java-based XML tools.

The power of the Macintosh has always lain in the way different applications could work together smoothly. In the mid-eighties, this meant that applications provided a consistent user experience and could share files in common Mac formats like text and PICT. In the early nineties, it meant that they could share dynamically updated data via Publish and Subscribe. Today it means that most applications can exchange data directly via drag and drop and automagically via AppleScript. Tomorrow, data exchange will be freer than ever, removing another layer of the seemingly arbitrary restrictions that technology places on us. Isn't that what Macintosh is all about?

Links

UserLand Frontier: <http://www.userland.com/frontier5>

A good XML resource: <http://www.oasis-open.org/cover/xmlIntro.html>

AppleScript Sourcebook: <http://www.applescriptsourcebook.com>

ScriptWeb: <http://www.scriptweb.org>

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BY JAMAL GHANDOUR, jghandour@atpm.com

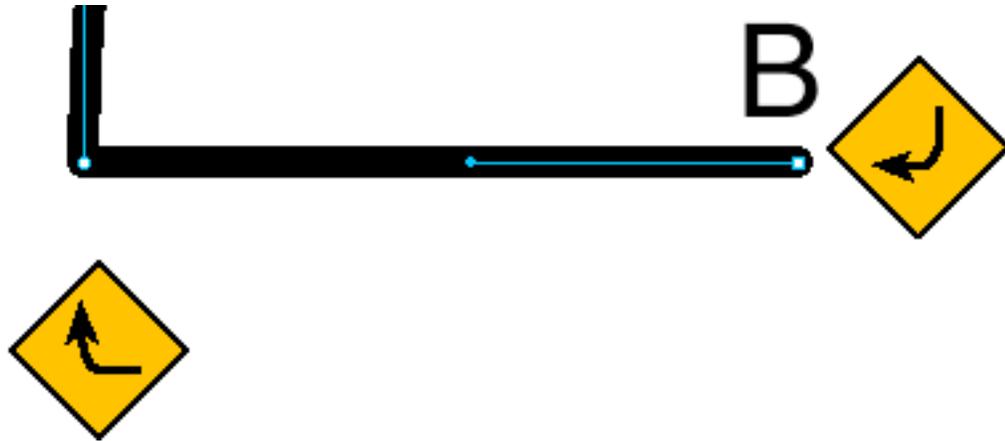
This month, I was going to do a Bryce tutorial, that is, until I got this nice letter from Mr. Philippe Gatineau (an esteemed *ATPM* reader.) Actually, the letter was so nice that I changed my mind and will discuss a paths tutorial instead. Anyway, I hope you find it an interesting read.

The Path Theology

Drawing in bitmap-based programs is easy compared to drawing in their vector counterparts. The main reason for this is that, while bitmap-based programs are resolution dependent, vector programs are not. The bad news is that vector-based programs require paths in order to visualize elements on-screen. Paths are a bit hard to master but can be easily learned if you know the concept behind them. That will be our focus in this column.

Imagine wanting to drive from point A to point B (Assume A and B to be two favourite places of your choice.) If you do not know the road well, signs will be your only hope of actually making it. Now, how does this relate to our topic? Well, think of a path as a road joining points A and B. The only way that this is going work is by having signs on the road.

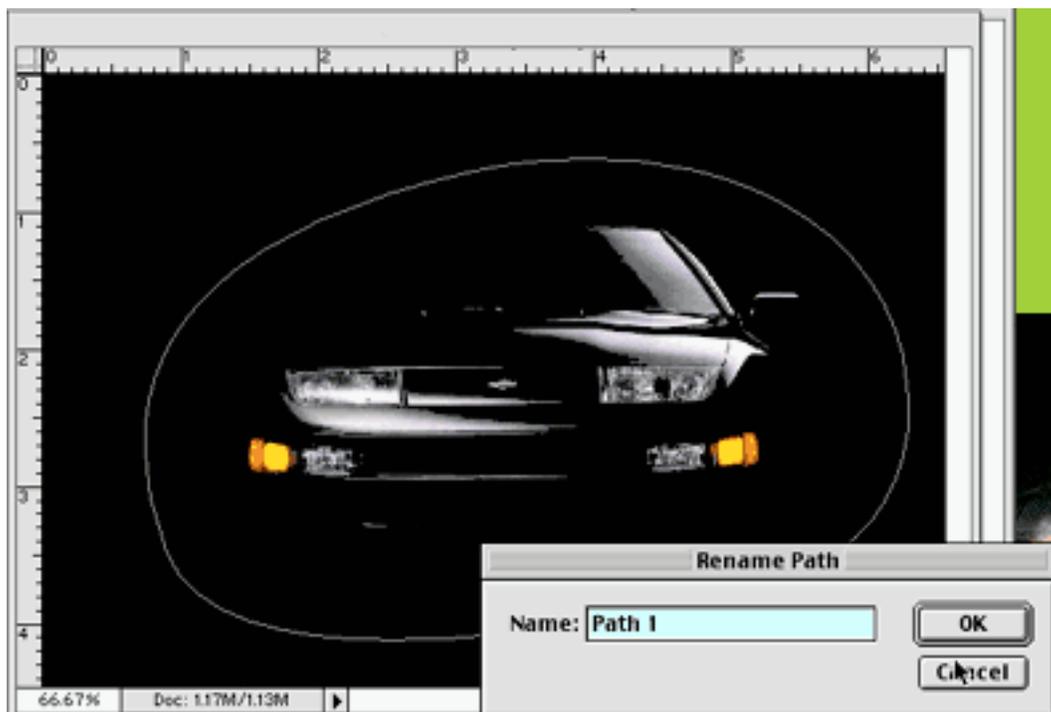




You can practice this by drawing many paths and checking the resulting Bezier curves (handles—signs). Just imagine you are driving and want to set the course. The tools you have are three types of cross-sections (points) and two kind of signs: left and right. Whenever you feel like diverting course choose a type of point: two binding lanes (lines) a binding lane and a straight one or both straight lanes. A very important rule to remember that when you drag left you give a right sign and vice versa.

Tip: a very useful tip at this point is to know that once you set a curve point the computer automatically tries to insert an opposite curve when you continue completing your line. A simple click on option should solve the problem.

Paths have a multitude of uses besides drawing, the most prominent of which is knocking out (sort of applying masks to images made in bitmap images), a very useful technique for designers. Basically, it allows masking of images in exported applications.





Neat huh? Well I am afraid that's it for this month. If this were a book, I would fill it with a lot of jargon and explain flatness and so on. In *ATPM*, however, we know how the real world runs. Paths are just like driving—the more you practice the more adapt at them you become. Just make sure you do not go against the traffic. :)

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Online Exclusive

Yellowstone Desktop Pictures

So you got yourself a new blue and white Power Mac G3 and now you are looking for a few stylish desktop pictures for your stylish machine? Look no further! *ATPM* has the right pictures for you! And if you don't own a blue and white G3 yourself, these pictures are the next best thing. :-)



Downloading

You can download the whole collection in a single file, or pick and choose by browsing our online gallery. Check out <http://www.atpm.com/5.03/yellowstone.shtml> for more information. There are 20 pictures total.

Placing Desktop Pictures

Mac OS 8.5 and Newer

Go to the "Appearance" control panel. Click on the "Desktop" tab at the top of the window. Press the "Place Picture..." button in the bottom right corner, then select the desired image. By default, it will show you the images in the "Desktop Pictures" subfolder of your "Appearance" folder in the System Folder, however you can select images from anywhere on your hard disk.

After you select the desired image file and press "Choose," a preview will appear in the Appearance window. The "Position Automatically" selection is usually fine. You can play with the settings to see if you like the others better. You will see the result in the little preview screen.

If you are satisfied with the selection, click on "Set Desktop" in the lower right corner of the window. That's it! Should you ever want to get rid of it, just go to the desktop settings again and press "Remove Picture".

Mac OS 8.0 and 8.1

Go to the "Desktop Patterns" control panel. Click on "Desktop Pictures" in the list on the

left of the window, and follow steps similar to the ones above.

Random Desktop Pictures

If you drag a folder of pictures onto the miniature desktop in the Appearance or Desktop Pictures control panel, your Mac will choose one from the folder at random when your Mac starts up.



Interview

ATPM Interviews iCab Company

If you want to surf the waves of the world wide web from a Mac you have two choices: Internet Explorer from Microsoft and Navigator/Communicator from Netscape. Given their long history of development, neither of them is really impressive. A newcomer from Germany promises to change the situation. iCab, developed by Alexander Claus and the iCab Company, is currently available as a free preview release <<http://www.icab.de>>. It offers a small, fast, and stable browser without compromising on the features of the “big ones.” *ATPM* Managing Editor Daniel Chvatik had the pleasure of interviewing Alexander’s partner Oliver Joppich about iCab’s past, present, and future.

...

ATPM: How did you get the idea to write another Web browser, especially given the competition from two giants in this market?

Oliver: I know. Many people told us that it would not be a good idea to make a product in an area where two giants already have good solutions—especially if their products don’t cost a penny.

But we asked ourselves why Communicator and Internet Explorer were free. Microsoft wanted to crush Netscape and made their browser free. Netscape had to follow. But there are big software teams behind these browsers, so they must make their money in other ways: Microsoft is selling content (with links, bookmarks, channels) and Communicator will soon become a program that solves the wishes of AOL. And AOL is not for free. They have interest in selling their AOL content. Only 10%-20% of the AOL users are working on the Internet. The rest are working inside AOL. And this will be Netscape’s focus in the future.





So last year we decided to make a browser that would be available for a small price on the Mac (for free in the preview version) and where everyone can decide what he wants to see in the Internet without commercials and based on standard HTML. I believe this is the better solution for all (not Bill Gates). We will deliver a free version in the future. Only the professional version will have a (small) price. On the Internet the size of a company doesn't play a role (look at Yahoo!). We didn't want to start an English version at the moment, but many people asked if we could do this. And we will have one ready next week, accompanied by an international Web page. In the future, the German and English versions will be updated at the same time. We don't need anybody in the US to sell our product. Everybody can load it at home on his computer or send us an e-mail.

We have been doing software in Germany for ten years. Starting with Atari, the last projects were emulators for Windows PCs and Mac (MagiC Mac, MagiC PC). Last year we decided to switch completely to the Internet and did two projects. One is AktienMan (a stock program for the German market), and the other is iCab for the Mac.

ATPM: Besides offering an independent solution that is free of content specifications from AOL and Microsoft, what are your plans for future features of your product? It is amazing how Netscape and Microsoft, after years of product refinements, have been unable to deliver stable and powerful solutions that are consistent with all Internet standards. And both are still missing essential functions. Netscape, for example, still lacks a history or a download manager. From looking at your preview version, I found that it was both stable and had many advanced features. Do you plan on actively developing the program further once it has emerged from the preview state? The problem that many people had with Apple's Cyberdog is that it was a good idea, but didn't implement many of the advanced features of the Internet. Are you planning on staying ahead of the rapidly developing online environment?

Oliver: Our idea is simple: we want to make a browser that has the features we want to see in browsers. We want to make a browser that supports the actual HTML specification. We don't want to make our money selling content (like Internet Explorer or Communicator). In the future these browsers will sell the content of Microsoft and AOL. They are not really for free. We want to make a small and fair price for the final version of iCab and give a small, fast, and content-free browser to the people of the Internet. We will use Kagi or something simple for getting the money for iCab. We are just interested in paying our development costs for iCab. And they are small. We didn't want to pay for marketing or big

fluffy boxes (we did that for ten years). That was also the key for Linux. We like this idea. And all the big companies are afraid of it. If many people share this idea it will work and we can continue the development of iCab for a long time and make a good browser.

ATPM: How long have you been working on iCab so far?

Oliver: We've been working on iCab for ten months. But its predecessor, Cab, took a few years. The main work in the ten months was the process of porting the program from Atari-Pascal to CodeWarrior and the Mac OS. But now we have a clean and modern CodeWarrior version of iCab. The biggest problem was the Mac OS and CodeWarrior. Alexander had to rewrite pieces of the CodeWarrior libraries, because they didn't operate as expected. The last two months we had an online problem that really was hard to find.

ATPM: What do you think about Mac OS X (Yellow Box and/or Carbon) and how will it impact the development of iCab?

Oliver: Not our problem. If Apple delivers Mac OS X for all (not only a server version) we can quickly make a Carbon version for it. iCab has a very modern design at the moment. A transfer to Mac OS X will be simple. From Pascal/Atari to CodeWarrior C/Apple was more difficult.

ATPM: Given the extensive time and commitment you put into this project, how do you plan on distributing the software? You mentioned a free version as well as a professional version. How much will the professional version cost? How will it be different from the free version?

Oliver: We like the idea of a free version of iCab for all, available in the Internet. The "commercial" version will have a small price—about \$20-\$29. This version will be more advanced than the free version (we'll have to see exactly how in half a year). The small license price should give us an opportunity to continue developing iCab in the future and we believe many people will support us.

Sound crazy?

Don't worry, we are not new to the software business. We sold commercial software for many years. But the idea is new. The software companies think that they can make big software packages and sell everything with marketing. That is true; look at Microsoft.

But we believe that there are also many people who will honor a good product with a small price. Many people will support this, and it is new and easy with the Internet. This is the way we would like to go. Linux is just the start (we prefer the Mac), but look at the big companies. They believe they can control Linux and offer their software for free in this market. Guess what? They cannot control it, and they don't understand that. Many other good products will follow. These products will not be from Microsoft or other big companies. They will come from individuals.

Everyone can install a program from the internet. And the whole world can profit from this

program. I hope we will be one piece of the “new order” of this Internet world. It must be done by people, not by companies. Many companies don't understand that the rules have changed. They understand that the Internet is important, but they don't understand that they need new ideas and concepts.

ATPM: What features are you planning to add in the near future? Support for cascading style sheets (CSS) seems to be missing at the moment. Do you intend to add that soon?

Oliver: At the moment we are reading tons of feedback e-mails, to see what is asked for most. I think this will be a dynamic process and we will try to fix the problems most people have first. In the future we will look at new directions in HTML and implement things which we see as useful. We are interested in a good browser for all. Just new techniques are not enough. We will try to implement things that make sense. CSS is a thing that will be important in the future. We'll try our best.

ATPM: If you compare iCab to Netscape Navigator or Internet Explorer, you will notice that it is rather small and speedy. How did you achieve that? Also, do you plan to implement their deviations from the official HTML standard, or do you intend to strictly stay with official HTML?

Oliver: It's a new program, not evolved over time like Netscape. Microsoft never had an interest in making a small and fast program. We will try to load many Web pages, but we are not really satisfied with the deviations. We will find a way between strict HTML and interesting Websites. We mainly will support strict HTML. But if you look at the smiley in iCab, it's hard to find pages that completely conform to the HTML specification...

ATPM: Do you have any plans to port iCab to another operating system besides the Mac OS? What do you think about Apple's direction right now and their new products?

Oliver: We really like the Mac. It would be no problem to transfer it to Windows 95/98/NT, but we really don't want to. Our other program, AktienMan, is in Java and running on both systems. This year we will make a good (small and fast) browser for the Mac. It's a problem in Germany (the Mac's installed base is about 3%) but if the Mac people around the world will support us, we can live with it. Isn't it nice that iCab is coming from Germany? Many friends of ours moved to the US (Apple, Microsoft, and Oracle). We will do it from Germany, and that shows that where you live is not really important in the Internet world. We like Apple, and we don't see a better system right now.

ATPM: Glad to hear that you will stick with Apple! They are having a tough time in Germany right now. You are the second group from Germany that brought out a piece of software that seems to have a deep and lasting impact on the Mac platform (together with GraficConverter). This is probably the wrong time to ask, but have you made any plans beyond iCab? The Mac market could use a lean and mean e-mail client as well! Just out of curiosity, what is your e-mail client of choice?

Oliver: E-mail will be a thing for the future. The email support for iCab at the moment is

for just small messages. We are using different email systems. I prefer Eudora Pro. Alexander is using Claris EMailer 1.1.3. I started with EMailer 1.1.3, but wasn't really satisfied with 2.0. For the MagiC Mac/PC platform ASH has an e-mail program, but it isn't translated for the plain Mac platform. Maybe the author will switch in the future.

ATPM: Can you tell us a little more about yourselves? Where in Germany are you from? How old are you?

Oliver: iCab Company was founded in Braunschweig. Alexander is working from Darmstadt, and I am living in Heidelberg. But in the Internet age the place you live is not so important. We are communicating over a few thousand miles. Does it make a difference to people in the states? I don't think so. Alexander is 30 and I am 34. We will put these data on the iCab site soon.

ATPM: No, it doesn't make a difference to us, but it is nice to see that it works so well! Is there anything else you would like our readers to know?

Oliver: In a few days, we will release Preview 1.2 in English. I hope we will find a few friends in the US...

ATPM: I am sure you will find a lot of friends here! Thank you very much for the interview!

Oliver: That would be nice. We would like to do an English/German version of iCab that is good for real Internet users.

If you or your company would like to be interviewed here, please drop us a line at <editor@atpm.com>.



Bookmark Managers

Page by page and domain by domain, the sprawl of the World Wide Web festers with hideously long-winded URLs. Symptoms include multiple slash marks and the bizarre punctuation of programmers' code. Bookmarks are supposed to band-aid all that complexity, but the results can be messy unless you think before you click.

Netscape Navigator and Internet Explorer suffer from the same problem when it comes to bookmark management. As each new bookmark (or "favorite") is added, the pulldown menu gets longer. And longer. Aside from parking your top five bookmarks on either browser's Favorites bar, diligent organization is the only real remedy for this condition. But who has the time to sit around organizing bookmarks all day?

If you bookmark lightly, Netscape and Explorer may serve your purposes admirably. But there are alternatives. This month, the Shareware Roundup looks at five fundamentally different URL managers that offer considerable improvements for the discriminating bookmarker. Just don't use them all at once—you may overdose.



LinkPad 1.0

Download Size: 120K

Requirements: PowerPC and 68K versions are available

Author: Panic

Web: <http://www.panic.com>

Cost: free



The itch to bookmark comes in varying degrees of severity. Some pages beg to be remembered for all eternity. Others may be one-hit wonders with a dubious shelf-life, and then there's the stuff that falls in between. LinkPad offers a quarantine zone to help you sort it all out.





The program consists of a single window (although you can open more) that uses drag-and-drop to remember URLs from email messages, links, telnet windows, or anything that can be copied and pasted into its window. Double click on an item in LinkPad's list and its icon changes, making it easy to distinguish between the new and unvisited and the old and moldy.

At first glance, LinkPad may seem like a ripoff of the NotePad, which also allows you to drag and drop to your heart's delight. But unlike its namesake, LinkPad is an efficient list builder. The program also doubles as a scratch pad for phone numbers and e-mail addresses. Be forewarned—LinkPad will try to erase your links if its window is closed. The program only saves them when you quit. You may need to kick LinkPad around the screen to get it in or out of the way, but it's still a great intermediate zone where the truly bookmark-worthy pages can be separated from mere imitators.



WebQuick 1.4

Download Size: 610K

Requirements: Netscape Navigator 2.02 or later,
or Microsoft Internet Explorer 2.0.1 or later; MacOS 8 recommended

Author: WebCo

Web: <<http://www.europasoftware.com/>>

Cost: \$39.95



Unlike Explorer, Netscape isn't very good at remembering where you've been in your websurfing travels. Each time the browser window closes, the history list gets zapped into oblivion. Along with it goes any hope of easily finding that suddenly critical site you hit sometime last Tuesday. It may be pricey, but WebQuick remedies this situation by logging your every move from an ever present perch on your menubar.

The most helpful feature of WebQuick is its ability to automatically group pages from the same site. Whereas Netscape and Explorer assign a new entry in their history files to each page you view, WebQuick sorts them by domain. Instead of having to remember what day and in what order you viewed a particular page, you can scroll through an alphabetized list of all the domains you've graced with your digital presence and then select the appropriate page from there.

Bookmarking an important page with WebQuick amounts to little more than selecting it from the menu and tapping the space bar. These “Permanent Page Marks” will then remain in WebQuick’s database, instead of being overwritten by fresher pages. Additionally, the program allows you to group pages into categories of your own choice as well. Combined with WebQuick’s customization features, which give you control over how many pages are remembered (up to 1500) and how the menu itself is organized, this is an extremely useful extension.

The main disadvantage to WebQuick is its age. Version 1.4 has been “current” since 1996, and has remained functional since then, but the debut of OS 8.5 has caused a slight incompatibility. Users report that they have to make an extra click in the menubar after choosing items from the WebQuick menu (a fix is supposedly in the works). If you’re pre-8.5, though, the demo will give you 15 days of history-filled bookmarking happiness.

Web Squirrel 1.5.8

Download Size: 1.4 MB

Requirements: System 7.5 or later; Internet Config

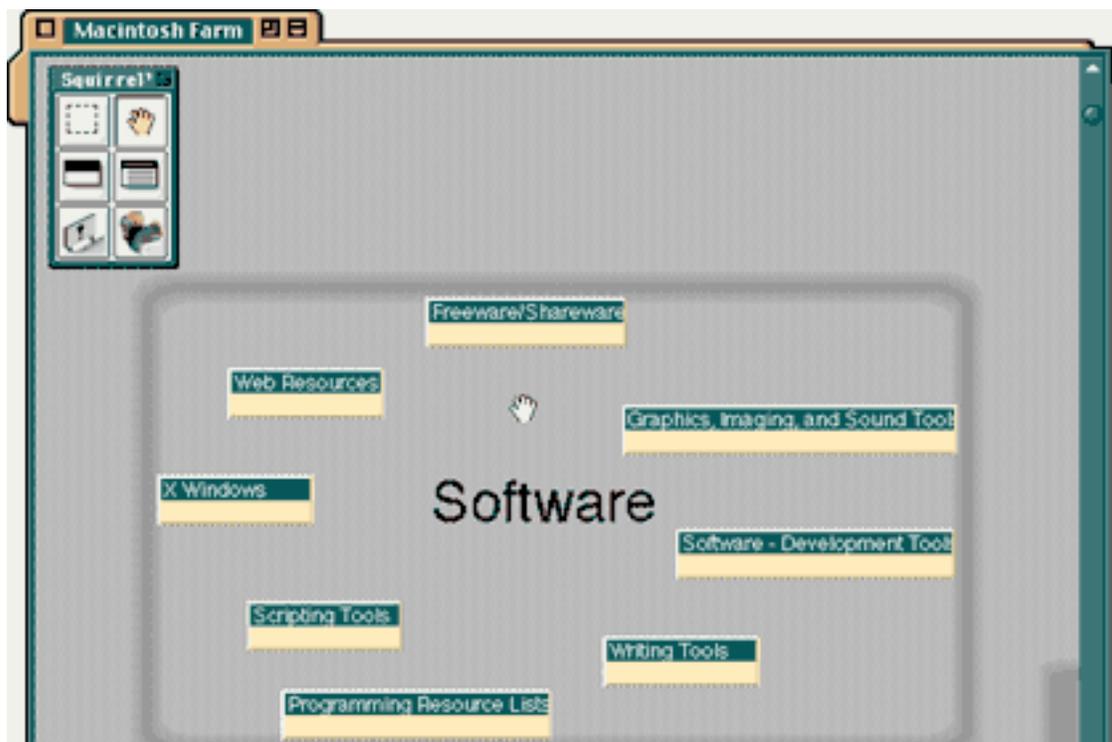
Author: Eastgate Systems

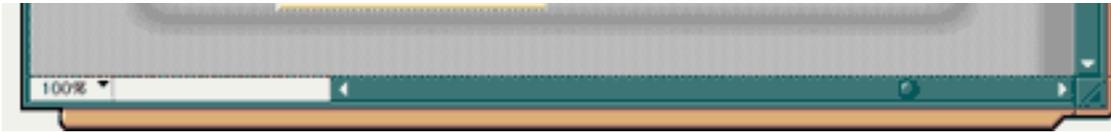
Web: <<http://www.eastgate.com/squirrel/Welcome.html>>

Cost: \$49.95



Here’s a fundamentally different approach to organizing information. Instead of cliff diving through folders and lists, WebSquirrel offers “an information farming tool” that you use to “cultivate, organize, and harvest information.”





The interface consists of a blank window that you can drag bookmarks onto and then move them around as if they were scribbled notes on the refrigerator door. Each bookmark becomes an “item” and can refer to a Web page, an e-mail address, an FTP server, or almost anything else handled by Internet Config. Several items can be dragged on top of one another to form lists. Or, they can simply be lined up nice and pretty and placed in “neighborhoods,” the refrigerator door equivalent of clustering several scraps of paper together under a common magnet.

Importing and exporting features allow for easy conversion back to the usual lists that the browsers are familiar with, or simply a no-frills HTML file which you can carry with you to foreign computers. WebSquirrel’s search capabilities mimic the program’s organizational structure—results appear as lists and can be saved within your file like any other item.

WebSquirrel is probably the most visual means of organizing your bookmarks, but the novelty of its interface is a costly one as far as usability is concerned. The WebSquirrel window works best when it takes up your entire screen, although you can zoom in and out. And since it’s a separate application, you’ll constantly be switching back to your browser as you use it. WebSquirrel is probably best suited to those who have a lot of bookmarks and are tired of spending precious minutes scrolling through an endless menu in Netscape or Explorer. The demo is time-limited, but fully functional.



URL Manager Pro 2.5

Download Size: 800K

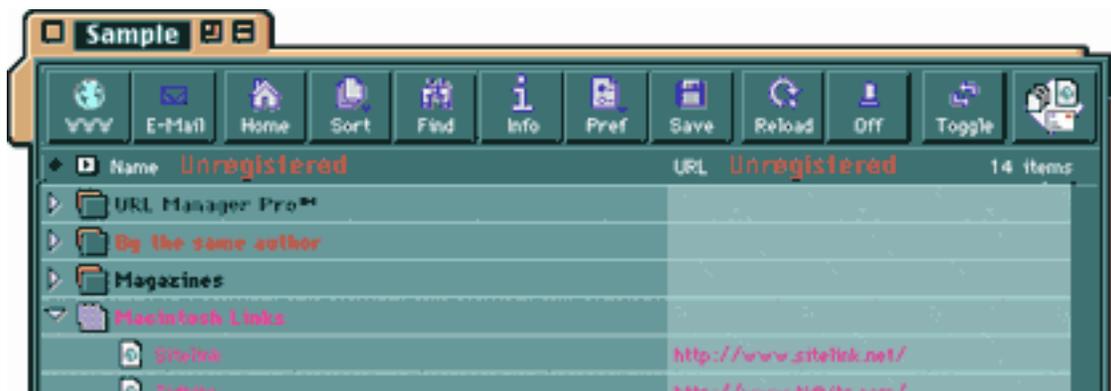
Author: Alco Blum

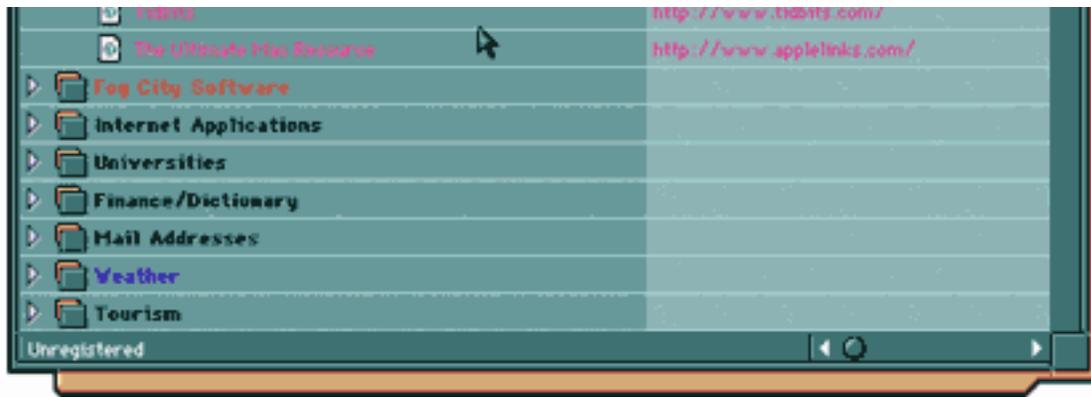
Web: <<http://www.url-manager.com>>

Cost: \$25



It may be a standalone application, but URL Manager Pro outshines WebSquirrel in its ability to interact with your browser through the use of shared menus.





The interface is essentially the same as what you find in the bookmark windows of Netscape and Explorer, but with more options. Bookmarks are displayed in Finder-esque lists of folders that allow you sort by name, date, URL, or label color. The same sorting capabilities are available from URL Manager's history window, which tracks every page you've viewed since it launched and then stores that information for future reference.

When you designate a folder as a shared menu, its contents appear as one of the pulldown menus in your browser. That's great if you've always wanted to duplicate Netscape or Explorer's bookmark menu, instead of navigating your way through subfolder after subfolder. But menubar real estate is finite no matter how gargantuan your monitor, so you're still likely to get involved with submenus.

Even if you don't make use of shared menus, URL Manager will still install one for itself that allows you to switch into "kiosk mode" (i.e. the browser window's navigational buttons are hidden, along with its bookmark menu) and maximize all available screen space. Or, you can use this menu to activate PPP.

Version 2.5 offers compatibility with OS 8.5, with 3 notable improvements where shared menus are concerned. You can now create an unlimited number of shared bookmark menus, or you can display all your bookmarks as menus in your browser via the "Share Whole Document" command. Finally, the font used in these menus can now be customized. Sorting and certain import functions are disabled in the demo until you register.



Web Address Book

Download Size: depends on the number of bookmarks

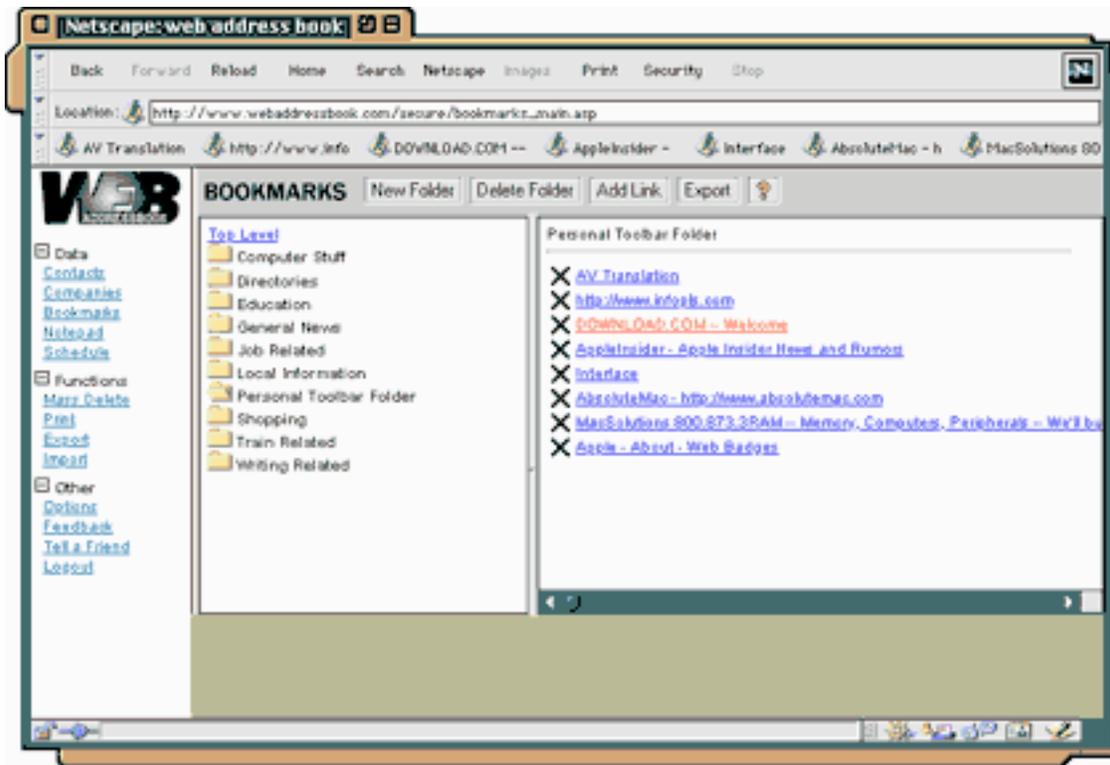
Author: Techreations

URL: <<http://www.webaddressbook.com>>

Cost: free



Over the course of this roundup we've seen a notepad, a self-updating menu, a visual space, and a folder-filled database. So why not a Web page? Brand new as of last month, Web Address Book is an online personal organizer that gives you access to bookmarks, contact information, a personal calendar, and a virtual notepad from anywhere you can access the internet. And it's free.



Similar to the services offered by major Web portals like Yahoo and Netscape Netcenter, Web Address Book takes information that has traditionally remained offline and woven it into a Web page through the miracles of Internet programming. Once you complete the registration process, bookmarking becomes a matter of having a second browser window open at all times. To save a site as a bookmark, you type or paste in its address, then give it an appropriate name.

This process would be horribly tedious if it weren't for Web Address Book's import and export capabilities. Using a simple, step-by-step process, you can upload your existing bookmark files into your account, meaning that you don't have to start from ground zero.

Like any other chunk of the Web, using this service will leave you susceptible to the ever-unpredictable World Wide Wait. But that doesn't diminish its allure if you're someone accessing the web from a public library terminal or from numerous places beyond your home or office computer. The fact that you get bookmark management along with scheduling and appointment capabilities makes Web Address Book's utility even sweeter—it takes up zero space on your computer, it doesn't care what platform you're using, and you'll always have access to it if you have access to the Net.

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ABOUT THIS STUFF



REVIEWED BY JAMAL GHANDOUR, jghandour@atpm.com

Adobe ImageReady

Product Information

Published by: Adobe Systems

Web: <<http://www.adobe.com>>

List Price: \$299

Street Price: \$179

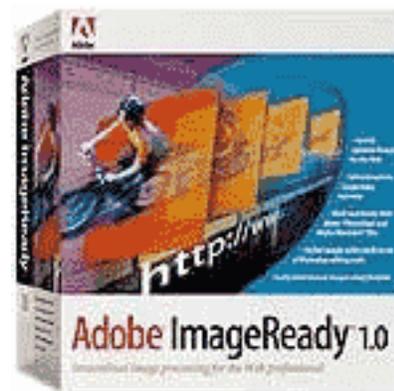
System Requirements

System 7.5.5 or later (Mac OS 8 recommended)

16 MB of application RAM (32 MB recommended)

20 MB of available hard disk space

Color monitor



While some of you may have the “I hate the company, love the products” attitude towards Microsoft, I cannot help feeling it towards Adobe. Our greatest ally may have become our worst enemy. It takes no genius to recognize Adobe’s impact on the computer design industry as a whole. This itself is something to fear. Microsoft is not bad “per se,” it is the domination drive behind it that is. Some people might call it good business, but I call it backstabbing. Why has a company like Adobe, that Apple helped so much in the design industry, decide that wintels are the winning chip? Even simple things like tutorial product snapshots on Adobe’s site are becoming those of it’s wintels’ product lines. It makes me sick.

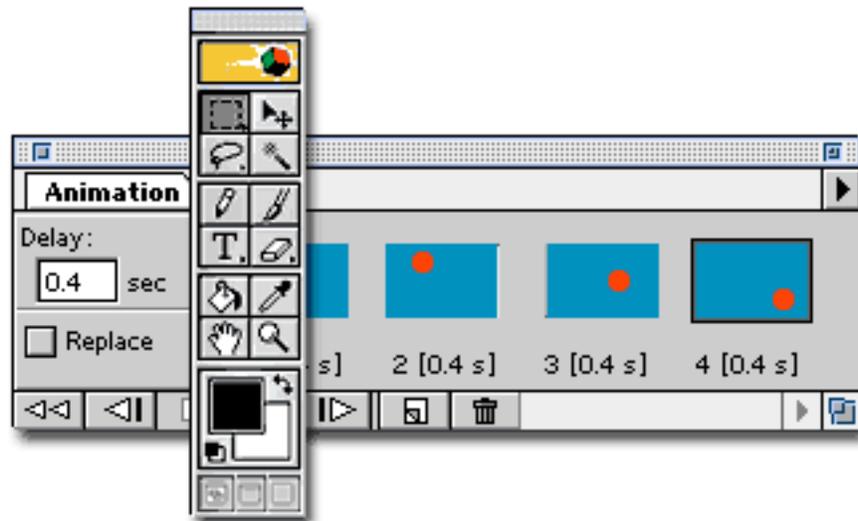
I can not deny, however, that Adobe has an exceptional range of products that are a must-haves for any serious designer. In plain English, even if I wanted to stop using Adobe’s products...I couldn’t. The company also recognizes the importance of being online (hmm...thinking about it, it really does remind me of someone) so it released an arsenal of programs to facilitate Web presence, one of which is ImageReady.

ImageReady is an amazing idea made to work. A cross between vector and bitmap editing, the program is a joy to use. It works similarly to Macromedia’s Fireworks and even though it is less featured, has the advantage of making Photoshop users feel right at home.

For those of you who have never tried either ImageReady or Fireworks, I will try to describe briefly how it works. Basically, you can either use Bezier curves (also known as paths) or direct painting (brushes) to draw any image. Then the program optimizes it for the Web according to your settings (giving you live previews in the mean time). Add to that many more Web-related features like URL embedding, automatic picture splicing, and animation; and you get an indispensable tool for Web designers. No more switching back and

forth between your programs. ImageReady helps you prepare all your Web images in one place. Some of the more prominent features are:

- Optimize palette that provides interactive control over compression settings
- Support for comparing and saving files in GIF, JPEG, PNG-8, or PNG-24 format
- View Browser Dither command that simulates browser dithering to eliminate guesswork and allow easy adjustment of an image's color palette
- Actions palette that allows the easy recording of editing steps that can then be replayed on any file or batch of files
- Easily create image map hot spots by assigning URLs to any layer
- Support for layers and other Photoshop file features to allow easy roundtrips from ImageReady to Photoshop and back
- Support to open files in any of the following formats: PICT (Macintosh only), Photoshop, GIF, JPEG, PNG, BMP, PCX, PXR, TGA, TIFF, Illustrator, PostScript, EPS, and PDF
- Core set of Photoshop tools to provide editing capabilities, including selection, painting, erasing, and resizing, as well as filters



- Editable text layers to allow easy formatting and changing of text at any time
- History palette that allows carefree experimentation by permitting the undoing of multiple steps with a single click
- Plug-in support that allows the use of any Photoshop-compatible filters and import/export modules

The only two drawbacks I found to the program are its price and the existence of Fireworks (which is cheaper and more featured). ImageReady would make an excellent Photoshop

plug-in and is a worthy investment for anyone trying to keep consistency in his software. If, however, you need just one program for your Web needs buy Fireworks.

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CDFinder

Product Information

Published by: Norbert M. Doernerm

Email: [<Doerner@kagi.com>](mailto:Doerner@kagi.com)

Web: [<http://people.frankfurt.netsurf.de/nmd/index.html>](http://people.frankfurt.netsurf.de/nmd/index.html)

Shareware Fee: \$15 per user (1–10 users)

System Requirements

System 7 or higher

68020 Processor or higher

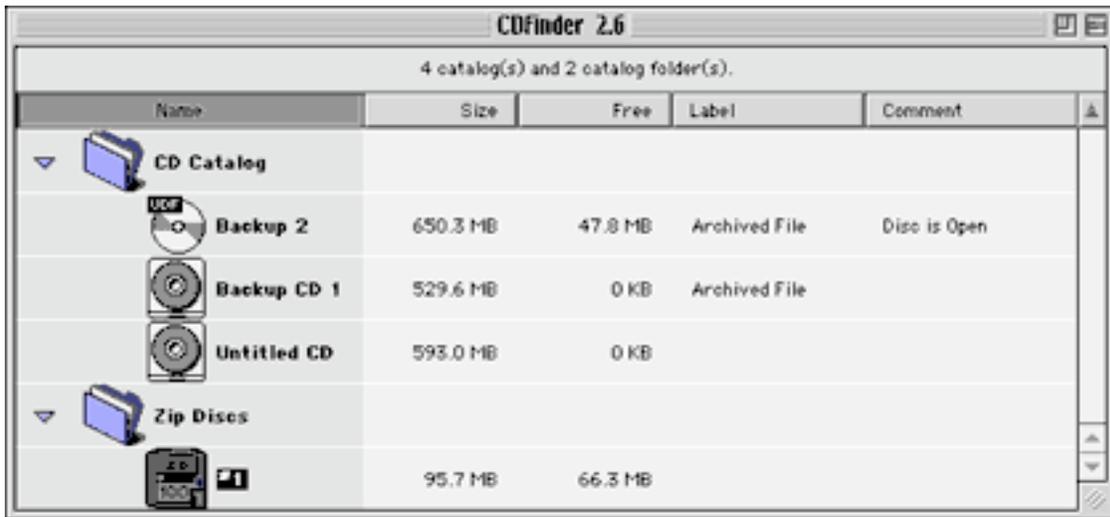
For anybody who has a large amount of removable media, from CD-R down to the measly floppy, keeping track of where everything is can be a real chore. I have several CDs imaginatively labeled thing like “Backup 1” or “File Archive 3.” When it comes time to find last year’s term paper to get a bibliography format, sorting through several CDs full of old files is not good for one’s mental health, especially when the paper is due for your 8 AM class the next day. While my dorm room may not show it, I have made some efforts to get organized. In that vein, I decided to look for something to keep track of what’s on my CDs and Zip disks.

Media tracking software has been around for a while, in many different forms. Iomega gives out a program called FindIt, however it was slow at tracking larger discs (like CDs), by default it tracked everything, and it refused to recognize the internal IDE drive on my G3. I’m sure these issues have been fixed, but I never got back to the Iomega Web site. Then there were other programs that scanned discs and made aliases of everything in the Finder. Before HFS+, though, these aliases could chew up a lot of space when there was a large volume of media.

I think the Finder is one of the most user friendly pieces of software ever designed—very intuitive to learn but with many powerful features for users to master. CDFinder uses the Finder list view metaphor to track media, and it is very successful in doing so. At first glance, it’s almost impossible to tell that you’ve switched from the Finder to CDFinder. Unless you’re using OS 8.5, there are no major changes from CDFinder to the Finder (CDFinder has a Label menu, which was moved in 8.5). There’s the File menu, the Edit menu, the Label menu, the View menu, the Special menu, and the Help menu. Very Finder-like.

Getting started with CDFinder is simple enough—drag your disk to the CDFinder window.

For added control, you can create folders to categorize the different disks.

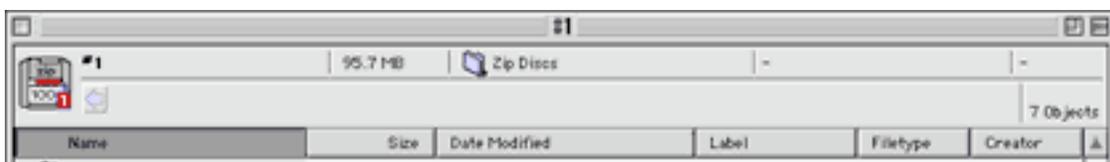


The only problem CDFinder's cataloging mechanism is that each item has a corresponding item in the Finder. CDFinder folders show up in the Finder as folders and disk catalogs show up as CDFinder files. When you start up CDFinder for the first time, the CDFinder folder is set as the default location for catalogs. If you create many catalogs at the root level, your CDFinder folder will become filled with catalog files. A better way to handle this would be creating a default catalog folder when CDFinder is first used.

For scanning multiple disks into CDFinder, there is a "Batch Create..." command in the File Menu. When it worked, it was very cool. I would put in a disk, CDFinder would scan it, eject it, and ask if I was done or if I wanted another disk. There was a qualifier in my above statement, though—"When it worked." I tried "Batch Create..." about half a dozen times and it worked once. Also, when it did work, it was picky about scanning. If I had a CD in the CD-ROM drive and I inserted a Zip disk, nothing would happen. I had to eject both disks and then insert the Zip disk. Automatic batch scanning is cool in theory, but perhaps a "Start Scan" button would be a bit more effective.

Unlike some cataloging software, CDFinder contains no extensions. This means that it doesn't automatically scan media. The author clearly states that CDFinder is meant to be used with volumes that change periodically but remain relatively static. Because the contents of disks do change, however, CDFinder includes an "Update Catalog..." command. This scans the disk, sees what has been added, moved, or changed, and updates the catalog information accordingly.

I have spoken a bit about CDFinder's main view. This view presents a list of catalog folders, media types, and media names. Without being able to see what's inside these disks, however, media tracking software is basically useless. Double-clicking on a disk in the main view opens a new window with the contents of the disk shown in list view.



Artwork	7.0 MB	Mon, Dec 7, 1998, 10:41 AM	-
ATPM Reviews	2.0 MB	Tue, Dec 1, 1998, 5:11 PM	-
Desktop Folder	27.0 KB	Thu, May 21, 1998, 6:01 PM	-
Hurricane	211.0 KB	Fri, Jan 29, 1999, 2:48 PM	-
Pilot Progs	2.8 MB	Thu, Jan 29, 1998, 10:37 PM	-
Ti Stuff	952.0 KB	Wed, Sep 10, 1997, 1:17 PM	-
Web Page	1.0 MB	Tue, Feb 2, 1999, 4:50 PM	-

Unlike the Finder, however, double-clicking a folder opens the folder in the same window. This means a lot of back tracking if you dig deeply into the wrong folder. Another Finder feature that CDFinder doesn't support is expanding the list view. The only way to see the contents of a folder is to open it. These two things may seem a bit picky, but for a program that emulates the Finder so well in the main view, they are disappointing. Finally, double-clicking a file in the disk catalog prompts you for the proper disk and opens the file.

Mirroring a decision made by Apple with System 7.5, CDFinder does not emulate the Finder's built-in Find command. Instead, the Find command calls something very similar to the Find application that shipped with 7.5. CDFinder lets you search by every criteria that the original Find application could search by, except for 7.5's hidden criteria. The results of searches are displayed in a CDFinder window in the same view as catalog contents.

CDFinder includes some extras that expand its usability in terms of indexing and searching. First of all, you can print out the contents of discs. This isn't terribly useful compared to using the built-in Find command, but can be a boon when working off-site and needing to find a specific file. Unfortunately, since CDFinder does not support expanded list views, you can only print out one layer of a disc at a time. Second, drag and drop support. Dragging a disk to the main window catalogs it. Items can be dragged to the Find window to set the find criteria. Third, AppleScript support. At this time, though, the only thing that can be scripted is disk cataloging, although the author includes an uncompiled script for cataloging all local discs. Fourth, the ability to show the contents of StuffIt and CompactPro archives. With the change in the StuffIt format, however, CDFinder is unable to display the contents of StuffIt 5.0 archives. Fifth, Navigational Services under OS 8.5 or with the proper extension. Enhanced Open and Save dialogs are always a welcome sight, in any program. Sixth, and finally, contextual menu support. Most of CDFinder's major functions are accessible from here. I have noticed that the contextual menu is not truly contextual, though. Control-clicking without a catalog selected displays the CM with "Update..." grayed out, but "Label" and "Delete..." are still active even though they don't do anything.

Although CDFinder does an excellent job of cataloging disks, it occasionally falls a bit short in Finder emulation. Since the release of OS 8.0, there have been two major revisions of CDFinder along with a handful of minor changes, bringing the version number from 1.5 to 2.6. Although the Finder look is excellent, some things are naggingly different. First, the delete key brings up a delete item dialog, but Command-Delete does nothing, even though this moves items to the trash in the Finder. Second, there is the issue of expanded list views. The other issues are cosmetic issues with CDFinder and OS 8.5—most noticeably, the Label menu is still on the menu bar. Although CDFinder works with every OS since 7.0, the author has made an effort to incorporate the look and feel of the newest OS, so one

would expect the menu bar to reflect this change from OS 8.0 to OS 8.5.

Aside from some minor interface quirks, CDFinder is does a wonderful job at what it is designed to do, and I thoroughly recommend it to anybody who has a pile of disks and can't remember which one contains **that** file. If you decide to pass on CDFinder or some other program of its ilk, though, all I can say is good luck and happy hunting.

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ABOUT THIS
STUFF



REVIEWED BY WILLIAM M. GORDON, WmLax3@aol.com

Connectix Virtual Gamestation

Product Information

Published by: Connectix Corporation

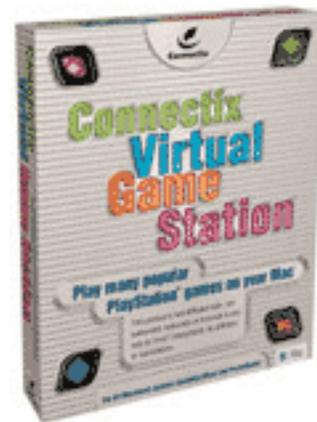
2955 Campus Drive

San Mateo, CA 94403

Phone: (800) 950-5880

Email: [<sales@connectix.com>](mailto:sales@connectix.com)

Web: [<http://www.virtualgamestation.com>](http://www.virtualgamestation.com)

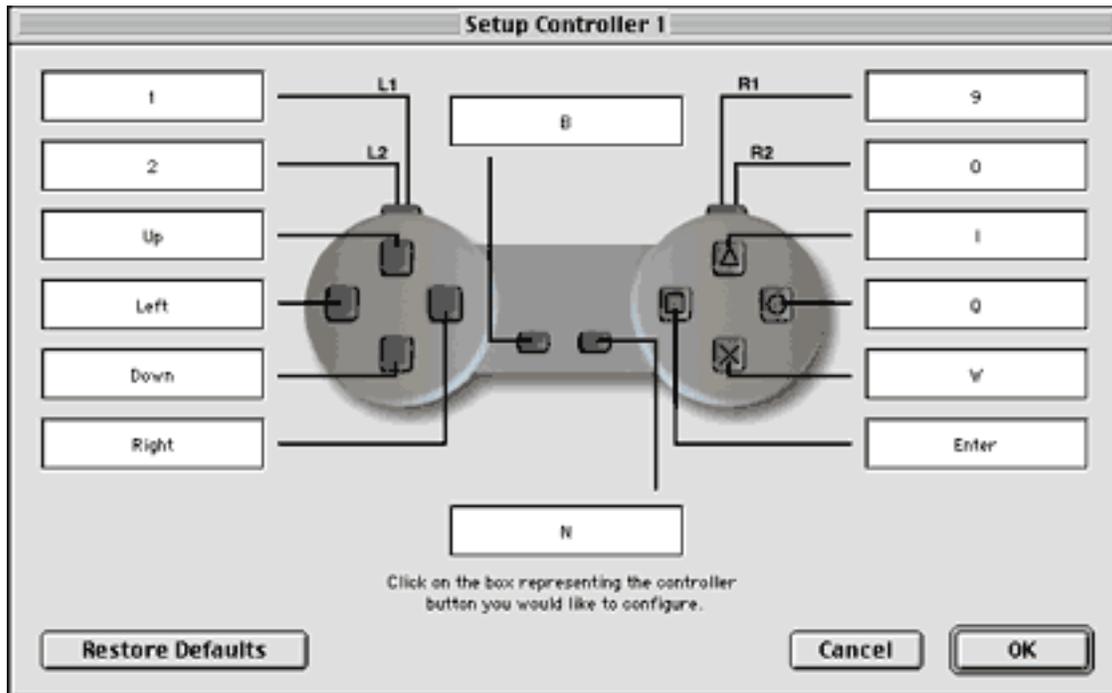


Recently, Connectix announced the release of Virtual Gamestation, an emulator which allows Macintosh gamers to enjoy the multitude of software available to the Sony Playstation platform. The concept behind VGS is that since there is still a limited collection of entertainment software available for the Macintosh, maybe it's time to expand the Mac's cross-platform capabilities.

Sony, apparently, didn't see things quite the same way as Connectix, as they pursued a lawsuit against Virtual Gamestation. Fortunately, thanks to the release of Version 1.1 of this product, which added anti-piracy provisions to the program, a court has denied Sony's request for a temporary restraining order halting distribution of VGS.

Unfortunately for older Mac users, this program runs native on the PowerPC G3 processor and can't be used on any previous chip design (604s or lower). Connectix has also released

a statement regarding G3 upgrades and their support of Virtual Gamestation. Connectix states that G3 upgrades should not be used with the program. However, upon visiting Sonnet Technologies's website, I was informed that they have tested their upgrades and found those with 1 MB caches to run VGS just as well as a Power Macintosh G3 (for compatibility of G3 upgrades check with your upgrade manufacturer).



The VGS graphics are dependent on an ATI video driver included with the program and supply similar performance to that of the original Playstation. Currently, Connectix has a fairly good list of compatible games on their Web site, but don't be disappointed if a favorite game isn't listed currently, as the list continues to grow. When sitting down to play any game on VGS a video game controller would be an extremely useful add on (for a compatibility list go to <http://www.connectix.com>). In fact, version 1.0 had a distinct problem in that keyboard controls, when pressed, didn't affect the game for a few seconds. However, this appears to be remedied with the update to Version 1.1. Overall, the gaming experience is good and the graphics, while not superb, are decent.





The less than perfect quality of the graphics can be attributed to the fact that Playstation games are designed to run on televisions and thus run at a lower resolution than the Macintosh. Some jumps and flickers do occur when the game must go through a complicated set of animations, such as a car crash, but they are corrected fairly swiftly.

If you feel limited by the game market for the Mac and wish to expand your library of games, Virtual Gamestation is a solid choice. It is relatively inexpensive when compared to purchasing one of the other options on the market such as a DOS card, Windows emulator, or even a Playstation. It is both easy to install and to use. The program has modest requirements in terms of RAM and hard disk space, but it does require a G3.

This program attains a rating of Very Nice, with definite room for improvement in the graphics department. Another welcome addition would be a version for older Macs which have an ATI graphics card.

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ABOUT THIS
STUFF



REVIEWED BY WILLIAM LOVETT, wlovett@atpm.com

Future Cop: LAPD

Product Information

Published by: Electronic Arts

Web: [<http://www.futurecop.com>](http://www.futurecop.com)

Phone: (800) 245-4525

Price: \$19.95

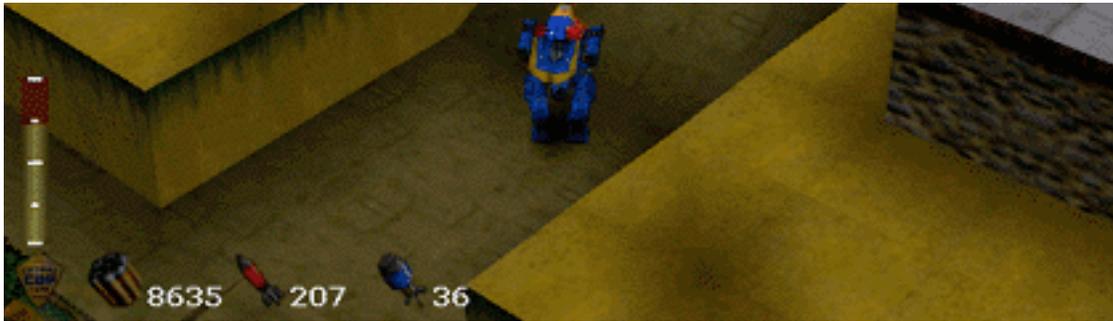
System Requirements

System 7.5 or higher, 120MHz or higher PowerPC, 24 MB of physical RAM, thousands of colors, QuickTime 3.0

The year is 2098. Crime oozes through the streets of Los Angeles. A new hero is needed to clean it all up, one that's bigger and badder than some namby-pamby robocop. From the glory days of Atari comes the X1-Alpha, a transforming police vehicle with plenty of jumping power. Nevermind dodging cars and jumping from log to log. This Frogger wears a badge, and he's packing heat.

Future Cop comes in two flavors. The first is scenario mode, where you battle your way through successive stages. Your goal is to find and eliminate the end-of-level boss, blowing up everything from crazed civilians to mutant slugs along the way. They're all just begging for an introduction to your three firepower options, which improve as you progress through the game. You can also mix and match them at the start of each new level, so accessorizing is never a problem.





The third-person overhead navigation is adequate in most circumstances, but occasionally you'll find yourself destroying targets you can't even see. They're there all right, because the thin red line of your targeting sighter tells you so. It automatically finds the nearest target based on where you're standing, leaving you free to concentrate on destroying it, blowing it up, or some combination thereof.

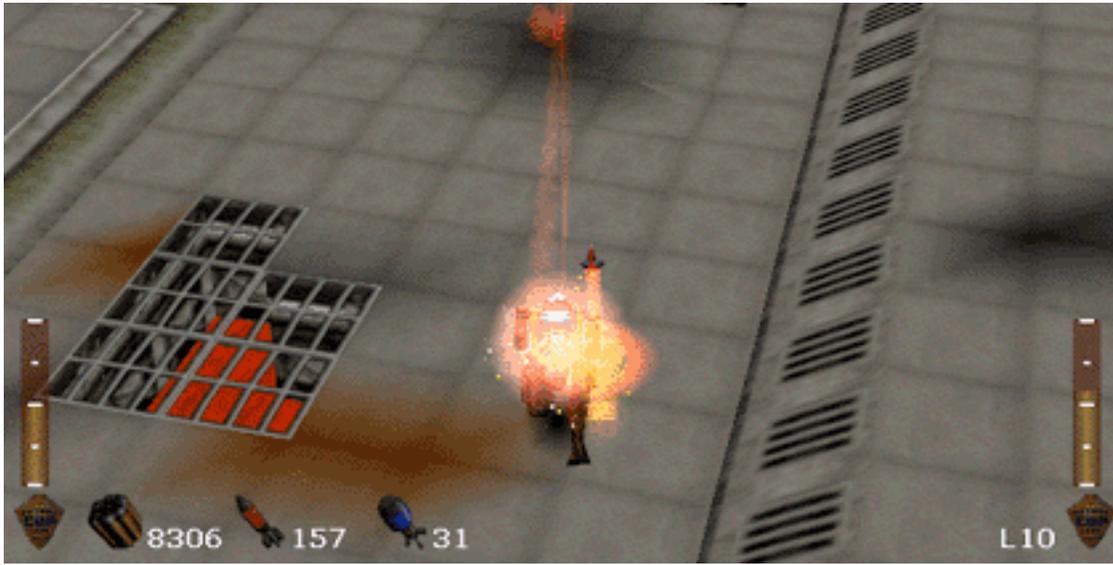
As you make your way through the maze-like terrain of each stage, your Lara Croft-like dispatcher offers poignant tips to clue you in on what you need to do and how you need to do it. Initially this is a big help. After the fifth or sixth run through a level, being told "That looks like a door switch" loses its novelty. Fortunately, a newly released patch (in beta) allows you to adjust the dispatcher's volume independently from the rest of the audio. It's available from the Mac Gamer's Ledge Hotline Server at 207.245.14.170:1000.

The best part of the X1-Alpha is its ability to morph from walker mode into hover-craft mode. Gameplay usually isn't dependent on one or the other, so you're free to be what you want whenever you want. At least in single player mode, though, most of your time will be spent in walker mode since it offers the most precise control over movement and weaponry. The option to transform is a nice one to have, but sometimes it can feel entirely superfluous.

Things change considerably when you enter one of the multiplayer modes. If you decide to share your keyboard and run through the levels with another player to back you up, the screen splits in half vertically and you've suddenly lost half your viewing area. If the second player is at another computer, though, all is well.

When pure competition is what you crave, FutureCop's second playing mode will keep you more than occupied. The goal is now to defend your base from the oncoming onslaught of Sky Captain's forces (or those of a second player) while you try to make your way into his base. Being the computerized genius that he is, Sky Captain is a force to be reckoned with. You've got gun turrets? He's got gun turrets, too. And he knows how to steal yours. Game play revolves around a point system—the more you blow up, the more points you can use to fatten your ranks with drones, tanks, and other fun stuff.





Hey, watch the paint job—someone should teach Sky Captain some manners

Network play suffers from a slight lag, but gameplay isn't crippled. Unfortunately, you can't play with more than two people, nor can you communicate with the second player while a game is in session.

Where graphics are concerned, Electronic Arts has managed to please Voodoo-ready G3s and iMacs without leaving the regular PowerPCs in the cold. If you've got the hardware to appreciate it, FutureCop's graphics approach those of Unreal. If not, this is still a finely detailed game with hardly a polygon out of place.





Even without 3D acceleration, the X1-Alpha can still bring down the thunder

It's easy to nitpick over Future Cop's minor flaws, to harp on the fact that when you're stuck at a certain point on one of the levels and just going through the motions to reach it, the game is little more than a series of conditioned responses to the same set of preprogrammed events. But that's true of any game. At least Future Cop gives you a hefty amount of action to quench your thirst for explosion. What makes Future Cop a great is its smooth graphics, a storyline well woven into game play, and best of all, a cheap sticker price. Long live the X1-Alpha Frogger.

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ABOUT THIS STUFF STUFF



REVIEWED BY DANIEL CHVATIK, dchvatik@atpm.com

Intensor

Product Information

Produced by: BSG Laboratories, Inc.

Web: [<http://www.bsglabs.com>](http://www.bsglabs.com)

More Info: [<http://www.intensor.com>](http://www.intensor.com)

Price: \$199 for main unit

+ \$99 for optional chair base

+ \$169 for optional SubWoofer unit (from [<http://commerce.intensor.com>](http://commerce.intensor.com))

System Requirements

A multi-media device with a sound output jack

So you got yourself one of those great new blue and white G3s, spent a small fortune on a great 21" screen, added a Voodoo 2 graphics card, and can't wait to grab the new Voodoo 3 once it is out. Basically you have the perfect multimedia machine, be it for games, DVDs, or anything else. Yet something still isn't right: the sound. Sure, you could hook it up to the awesome stereo you have, but then you still wouldn't be able to **feel** the sound. That's what the Intensor is for. Imagine sitting **on** the speakers.

The Intensor is basically a chair with 5 speakers built into it. One full-range speaker goes between your legs, two smaller mid-range speakers on either side. There's also a high-end driver (tweeter) close to your head and a big bass driver that makes you "feel" the sound. This setup literally surrounds you with sound, places you right in the action, and the bass driver makes the chair vibrate at low frequencies (like explosions or gun fire). It really adds the one element that was missing from today's top-notch games: physical feedback. Hard-core gamers will definitely appreciate that. However it is not only limited to games. You can hook it up to your VCR, CD or DVD player, or any other device that has a sound output. Forget about surround sound, the Intensor is what you really need if you want to enjoy action movies to their limit.

The main unit itself can be folded up and is rather portable between rooms. It can be put onto an existing chair base, or you can get a new one for \$99. The main unit also isn't too expensive at \$199, given that its sound quality rivals that of good computer speakers in the same price range. However it is highly recommended to get the subwoofer if you want to enjoy the full benefits of the sound enhancement. If you get the whole setup, it will add up to \$467! On the other hand you get a complete chair, a subwoofer, and basically a surround sound system that you can use for your computer and/or your TV system.



The complete system with chair base and subwoofer

Although I really like the new dimension the Intensor adds to gaming, music, and movies, I have several complaints. The connector that links the Intensor to the small control unit is on the front of the chair, right between your legs. You will tend to loosen it with your calves as you stand up or sit down, producing horrible noises from the speakers.

The controls for volume and the intensity of the bass feedback are also between your legs, causing you to change volume unintentionally. The chair also tends to build up a lot of static electricity. My fiancée refuses to kiss me while I am sitting on the chair because she gets a very strong buzz every time. The worst part about the chair is its comfort. I had horrible back pain after the first two days of using it. Even with the additional padding that is available, it's the most uncomfortable chair I've ever sat in. That's fine if you don't use it too much, but it replaced my comfortable office chair and I usually start to suffer after a few hours. Once you get the entire setup with subwoofer, the unit is basically not portable anymore, so you can forget about moving it between rooms.





This is what it looks like in reality with the pads

The unit came in several big boxes, and it took me quite a while to get everything together. Setup instructions are well-explained but require a lot of care and patience.

To be fair, BSG Labs is working on a new version without arm rests (which makes the setup a lot easier), a modified connector on the side, as well as modified controls on the side which eliminates some of my problems listed above. Because the unit will be easier to build without the arm rests, BSG Labs will also probably make it cheaper than the old version. The additional padding will be included as a standard, another nice (and necessary) change in addition to a redesigned shape for more comfort.

I tested the chair with several games. The best effect was with the Dwarven Mortars in Myth 2. The effect is just amazing. However the chair doesn't work well with games that have no low frequency sounds, rendering the vibration feedback useless. It still provides good sound though.

Overall the Intensor is very nice for hard core gamers with a strong back and the money to get it. I recommend getting a Voodoo 2 or 3 graphics card before you consider the Intensor, but once the new version is available it will be an interesting addition to your equipment.

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ABOUT THIS STUFF

REVIEWED BY EVANTRENT, etrent@atpm.com



MoniSwitch

Product Information

Published by: Dr. Bott KG

Ortsstrasse 37

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Germany

Phone: ++ 49 36738 44630

Fax: ++ 49 36738 43881

Email: [<mmoniswitch_info@macsiegerland.tfnet.org>](mailto:mmoniswitch_info@macsiegerland.tfnet.org)

Web: [<http://www.drbotk.com/moniswitch_e.html>](http://www.drbotk.com/moniswitch_e.html)

US & Canadian Retailer: The Macintosh Guy of Portland

Tel: (503) 789-0977

Fax: (503) 892-2475

Email: [<orders@themacintoshguy.com>](mailto:orders@themacintoshguy.com)

Web: [<http://www.themacintoshguy.com/sales/bott.shtml>](http://www.themacintoshguy.com/sales/bott.shtml)

Price: MoniSwitch2 (supports up to two Macs) \$110;

MoniSwitch4 (supports up to four Macs) \$165

Playing the Game of Musical Peripherals

I have four Macintosh's in the space of one dorm room. I don't have space for four 21" monitors and four separate keyboards. More importantly two of the machines in my room are servers and don't need dedicated keyboards, mice or monitors. There are, however, times when it becomes convenient, and even necessary, to either see what is going on with these servers, or to control them with a keyboard and mouse.

Timbuktu

Up until very recently I was using Timbuktu [<http://www.netopia.com/>](http://www.netopia.com/) from Netopia to control my server setup from my main G3 computer. While Timbuktu is a very slick application that functions remarkably well, it is a less than ideal solution for controlling Macs in close proximity to one another. Timbuktu is most useful for controlling another machine that is truly remote. Furthermore, there are some complications to consider when using Timbuktu.

First of all, while it does work over 10Base-T Ethernet, a 100Base-T connection is recommended in order to attain less than "choppy" control over the remote Macintosh. Furthermore, because Timbuktu is running in a window on a host Macintosh, if the user

tries to use Force Quit or engages a keyboard restart, the host Mac will take action rather than the Macintosh under Timbuktu's control. This is not really Netopia's fault (although they should really have incorporated the few lines of code required to deactivate the Force Quit command within Timbuktu) but it does make life difficult at times, particularly if a machine under Timbuktu's control freezes or crashes and the user needs to reboot the machine. Similarly, if the user needs to start up a remote machine with extensions shut off, Timbuktu will not load and thus there will be no method of controlling the machine remotely. So clearly, while in some cases it is the best or only choice, Timbuktu is not a panacea.

Switch-a-roo

The concept behind a switch box is fairly simple. There is an I/O port which interfaces with a source of some sort, in this case a monitor and an ADB chain. There then exist additional sets of ports which provide interfaces for the computers' ADB and video interfaces. This enables a multitude of computers (in this case two or four) to share the source, again in this case: one monitor and an ADB chain. One point of clarification: the user need not fill all the ports on the switch box, that is to say that if the switch box supports up to four sets of ports for computers, the user can use two or three leaving the remaining port(s) free for future expansion.

Show Me the Moni

I have, for some time now, considered purchasing a keyboard and monitor switch box for my setup but there are few switch boxes designed with the Macintosh in mind. Most switch boxes use VGA video, which is not really a problem, but they also use PC keyboard and mouse interfaces, which does present a problem for Mac users.



Figure 1



Figure 2

The MoniSwitch is different, although from the front it looks the same as most any switch box I've ever seen (Figure 1). There are two models, the MoniSwitch2 and the MoniSwitch4. Both of these boxes have ADB and Apple RGB DB15 ports on the back, the MoniSwitch2 has three sets; the MoniSwitch4 has five (Figure 2). There are no power requirements for the MoniSwitch, it is just a physical hardware switch not an electrical device.

Setting up the MoniSwitch is fairly self explanatory. If you have a VGA monitor (as I do) you will need to use a female VGA->male RGB adapter to connect to the DB15 I/O port on the back of the MoniSwitch. You probably already have one of these adapters if you have a VGA monitor and use a standard Macintosh video card or your Mac's internal video. However if

you have a video card with a VGA port on the back, you will also need to find either a female RGB->male VGA adapter (these are rare but they do exist, you can actually get one from The Macintosh Guy) or an RGB female->male VGA patch cable (these are easier to obtain) since the MoniSwitch's ports for interfacing with the computer are also RGB DB15.

Connecting the ADB chain is a snap, as one might expect. Be aware however that ADB is really a very finnickily bus. Most users greatly underestimate the chances of frying their ADB buses by fooling around with the ADB bus while the Mac is on. Just because it hasn't happened yet doesn't mean it won't. Frying the ADB bus is a nightmare because it entails replacing the entire motherboard, an expensive proposition.

I managed to set my MoniSwitch4 up in about five minutes. The hardest part was finding a good location for it since both machines' video and ADB cables had to reach the box, as did the monitor and keyboard's. My monitor is a Mitsubishi 91TXM 21" and it has a VGA cable rather than a DB15. As a result I used the VGA->RGB adapter Mitsubishi included with my screen at the time of purchase to connect it to the I/O port.

The video setup on my G3 is a little interesting. I have a MacTell Vision 3D Pro Lite card and a MicroConversions GameWizard 12 MB card sitting in the neighboring PCI slot. The way the GameWizard functions, for those readers unfamiliar with voodoo cards, is by plugging into both the video source (my MacTell card) and the video output (my monitor). The MacTell card has a VGA output on the back, and the MicroConversions card has a VGA input and an RGB DB15 output. The MicroConversions card actually made my life easier because I was able to plug the MoniSwitch directly into the back of it using the enclosed DB15 patch cable. Otherwise I would have needed to get either the elusive male VGA->female RGB adapter I spoke of earlier, or a male VGA->female RGB cable to connect the MoniSwitch to my MacTell board.

Alphabet Soup

Having set up my MoniSwitch4 I can report that I am one happy server administrator. First of all the MoniSwitch works perfectly. It switches immediately such that my Mitsubishi monitor doesn't go into energy saver mode, which it ordinarily does as soon as there is no video source. I have experienced no degradation in image quality. I attribute this to the fact that the cables included with the MoniSwitch were of very high quality. Similarly I have experienced none of the goofy behavior often attributed to fidgeting with the ADB bus.

My life has not been easier in a long time with regard to monitoring and maintaining my network. A simple flick of the switch from A to B and I can observe server status and make changes easily. Frankly I think it's better than having multiple monitors and keyboards as that would be a useless waste of space.

I have also been able to remove Timbuktu from the server which has several benefits. First of all it removes an extension from the System Folder, which is always a healthy thing for a server. Secondly there is no draw on the server itself when I am observing or playing with it as it is not sending data out over the network and no processor time is being taken to handle Timbuktu's overhead. On a similar note, I now run my server's video at 1280x1024 so I can fit all of the various status displays on the screen at once. Previously, under Timbuktu, I ran the server at 640x480 to keep Timbuktu responsive.

Of course, removing Timbuktu also tightens security since there is no longer any way to remotely control the server. Clearly the MoniSwitch is a better option in every way.

PC Compatibility

While I don't own any PCs and don't intend to ever, there is a trick you can use to get the MoniSwitch to work with PC keyboards. Since the PC industry uses VGA video ports which are HD15 (as opposed to DB15), all that is necessary to support PC video is a PC Fly adapter, which enables you to plug a VGA cable into the back of the MoniSwitch. However to use a keyboard or mouse you will need an iMate, which is a device designed to let iMac users use ADB devices over their USB bus. Cleverness will lead to using this device in reverse, so to speak, such that it can be connected to the MoniSwitch and then PCs with USB interfaces can be controlled via an ADB chain. It's great because I haven't found a PC mouse or keyboard yet I like, so I can imagine that using an Apple Extended Keyboard II and mouse would be very nice.

Any Bad News?

Not really. The MoniSwitch is a no brainer. If you have a need to use one monitor and ADB chain with many Macs there really isn't any other choice. Timbuktu makes sense for certain applications, but if the Macs are all relatively close to one another physically, the MoniSwitch is more likely the better choice. It is worth pointing out however that Timbuktu does a lot more than merely enable the user to control a Mac remotely. It allows an administrator to monitor and/or control several Macs all at once on one screen from one Mac. It also uses a very fast file transfer protocol called Timbuktu Exchange which I highly recommend. It offers chatting and collaborative features as well. Obviously if two Macintoshes are on opposite sides of a building but are connected via Ethernet, Timbuktu is the best choice if one needs to control or observe the other. The MoniSwitch is not a replacement for all of Timbuktu's features and it's important to recognize that. However it is a solid, well-constructed, well-designed, well-thought-out, and reasonably priced piece of equipment that can, under many circumstances, be the best option, far better than Timbuktu.

That Macintosh Guy

One final note is in order. Since my earliest days of computer use I have reaffirmed my belief in the statement "it takes all types." There a lot of characters in the computer world, some good and some not so good. There are a lot of pretentiously proficient folks out there and there are a lot of self-serving computer salesmen. However...Eric Prentice, a.k.a The Macintosh Guy, is a shining jewel in the Macintosh computing industry. Aside from the wealth of knowledge he possesses, he sincerely cares about the Macintosh, and it really shows. The time and care he put into my order was much appreciated and I heartily recommend that all our readers take a hop over to his Web site at <http://www.themacintoshguy.com>. We should only be so lucky to have more folks around like Mr. Prentice. Keep up the good work Eric, and thanks for introducing me to the MoniSwitch!



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How Can I Submit Cover Art?

We enjoy the opportunity to display new, original cover art every month. We're also very proud of the people who have come forward to offer us cover art for each issue. If you're a Macintosh artist and interested in preparing a cover for *ATPM*, please e-mail us. The way the process works is pretty simple. As soon as we have a topic or theme for the upcoming issue we let you know about it. Then, it's up to you. We do not pay for cover art but we are an international publication with a broad readership and we give appropriate credit alongside your work. There's space for an e-mail address and a Web page URL, too. Write to [<editor@atpm.com>](mailto:editor@atpm.com) for more information.

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Got a comment about an article that you read in *ATPM*? Is there something you'd like us to write about in a future issue? We'd love to hear from you. Send your e-mail to [<editor@atpm.com>](mailto:editor@atpm.com). We often publish the e-mail that comes our way.

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How Can I Contribute To ATPM?

There are several sections of *ATPM* to which readers frequently contribute:

Segments—Slices from the Macintosh Life: This is one of our most successful spaces and one of our favorite places. We think of it as kind of the *ATPM* “guest room.” This is where we will publish that sentimental Macintosh story that you promised yourself you would one day write. It’s that special place in *ATPM* that’s specifically designated for your stories. We’d really like to hear from you. Several Segments contributors have gone on to become *ATPM* **columnists**. Send your stuff to <editor@atpm.com>.

Hardware and Software Reviews: *ATPM* publishes hardware and software reviews. However, we do things in a rather unique way. Techno-jargon can be useful to engineers but is not always a help to most Mac users. We like reviews that inform our readers about how a particular piece of hardware or software will help their Macintosh lives. We want them to know what works, how it may help them in their work, and how enthusiastic they are about recommending it to others. If you have a new piece of hardware or software that you’d like to review, contact our reviews editor at: <reviews@atpm.com> for more information.

Shareware Reviews: Most of us have been there; we find that special piece of shareware that significantly improves the quality of our Macintosh life and we wonder why the entire world hasn’t heard about it. Now here’s the chance to tell them! Simply let us know by writing up a short review for our shareware section. Send your reviews to <reviews@atpm.com>.

Wishful Thinking: Is the space for Mac enthusiasts who know *exactly* (if you do say so yourself) what Apple should do with its advertising campaigns and product introductions. Have you come up with a great advertising tag line? What about that Mac campaign that has been stewing in the back of your mind? Send your big ideas (or your art) to <editor@atpm.com>.

Which Products Have You Reviewed?

Check our reviews index at <<http://www.atpm.com/reviews>> for the complete list.

Will You Review My Product?

If you or your company has a product that you’d like to see reviewed, send a copy our way. We’re always looking for interesting pieces of software to try out. Contact <editor@atpm.com> for shipping information.

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What If My Question Isn't Answered Above?

We hope by now that you've found what you're looking for (We can't imagine there's something else about *ATPM* that you'd like to know.). But just in case you've read this far (We appreciate your tenacity.) and still haven't found that little piece of information about *ATPM* that you came here to find, please feel free to e-mail us at (You guessed it.) [<editor@atpm.com>](mailto:editor@atpm.com).





This is the latest in *ATPM's* series of Trivia Challenges. Answers to this month's Trivia Challenge will be found in the next issue of *ATPM*. If you have any suggestions for future Trivia Challenges, or wish to comment about almost anything, please e-mail me at [<egoss@atpm.com>](mailto:egoss@atpm.com).

Where would The Howlers be without Omar? Where would The Sex Change Band be without Root Boy Slim? Nowhere, man. So try to match up the bands on the left with their frontmen on the right as you take part in:

Trivia Challenge 5.03—Lost Leaders

- | | |
|----------------------------|---------------------|
| 1. The BBs | A. Ruby |
| 2. Union Station | B. Big Head Todd |
| 3. The Silver Bullet Band | C. Gary Lewis |
| 4. The Detroit Wheels | D. Dr. Hook |
| 5. The Delaware Destroyers | E. Alison Krauss |
| 6. The Monsters | F. Elvis Costello |
| 7. The Range | G. Flim |
| 8. The Dukes | H. ? |
| 9. Crazy Horse | I. Country Joe |
| 10. The Attractions | J. George Thorogood |
| 11. The Miracles | K. Dan Hicks |
| 12. The Reclines | L. Big Brother |
| 13. The Medicine Show | M. Bob Segar |
| 14. The Holding Company | N. Frankie Lyman |
| 15. The Romantics | O. Neil Young |
| 16. The Hot Licks | P. K D Lang |
| 17. The Teenagers | Q. Steve Earle |
| 18. The Dicks | R. ... |

C. Hooper

This Month's CD Recommendation

The best Steve Miller album that you've probably never heard—
"Born 2 B Blue"—a bouncy jaunt through some light Jazz and Blues. Outstanding!

<<http://www.amazon.com/exec/obidos/ASIN/B000005JJ4> /aboutthisparticu>

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