

About This PARTICULAR[®] Welcome Macintosh

to About This Particular Macintosh[®] 1.09

December 5, 1995

A note to our readers. You make this magazine. Your contributions, your opinions, your reviews, your writing, your ideas. ATPM is about the Macintosh experience, and we need *you* to tell us what it is about living with a Mac that makes the difference. How can you do that? You could write a regular column, the way Clarence Kwei has. This month he talks about a certain vein of jealousy he's seen running through PC Magazines when they're forced to deal with the Mac. Or you could write a feature article about something you're an expert in. Graphics, the Web, writing, trouble-shooting, gaming, whatever. If that seems too daunting, you could review a piece of software or hardware you own. This month Adam Junkroski reviews a new Mac compatible collection of old Atari games he used to play. Maybe you have a story about the Mac in your house? Or maybe about something that happened at work? Segments is a section of ATPM where we publish accounts from Mac users about their experiences. This month, G.J. Charlet III tells us about a trip he took back to his old high school computer classroom, and the old friend he found there. Or maybe what makes your Mac special to you is a certain piece of shareware? You could write up a short paragraph about your favorite downloadable, like Frohicke did this month. But if you just want to get your feet wet, you can spout in Mac & Talk, or send us a letter for the eMail section. ATPM is bound for bigger and better things, with a page on the Web, advertising, revenue, and a whole lot more, but we can't do it without you. After all, this is the original journal about the *personal* computing experience. Your experience. The Macintosh experience.

Now back to your regularly scheduled editorial.

From the editor. The end of the year has come. And with it those happy, if somewhat overwhelming) present-giving opportunities (I don't know about your families, but mine all have birthdays this time of year, too). Here at ATPM we seem to be in the giving spirit as well. Last month I foolishly offered free stuff to the first person to find a typo in that issue. I think some of you decided to be kind, since I received only about thirty messages to the effect that I had misspelled one of the first words in the very next paragraph. <sigh>

Nevertheless, one reader was quite right in insisting that her magazine be without errors, especially in this era of spell checking and what not. So I make that foolish offer again. The first person to get back to me with a typo receives free stuff. No kidding. 'Tis the season.

Think of it as an indication of our commitment to quality. Or maybe I'm just loopy.

In the next issue (yes, there will be a January issue, though it will show up on January 6) we will be publishing an extensive review of electronic publication. We'll update our old articles on e-zines and print publications having to do with Mac computing, and we'll finally have the review of non-Mac e-zines we've been promising. This notice serves to let you all know that, if you have a favorite e-zine, you need to send us the name and tell us where to get it. We want a broad sweep. Send your suggestions to rdnovo@eworld.com

I realize that several readers were expecting these reviews in this issue. My apologies, but I wanted to do it right. We will all feel better, in the end. Or at least, I certainly will.

Thanks for reading ATPM,

A handwritten signature in black ink, appearing to read "RD Novo". The signature is stylized and cursive.

RD Novo
Editor, About This Particular Macintosh

Use the scroll bar to move forwards and backwards

Opinions

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-  **eMail** presents your letters, with your gripes and your praises.
-  **Mac & Talk** is a new forum in which to air your views, opinions, and biases.
-  **About my Computer... by RD Novo** Reading the tea leaves, or how a columnist ends the year by risking his credibility and predicting blue, pink, and black Macs.
-  **Apple á la mode, by Clarence Kwei** PC magazines: hopeless drivel, or insightful cutting-edge commentary on the Macintosh? Clarence decides.
-  **Segments: Slices of the Mac Life presents...** G.J. Charlet III, who takes us on a trip back to his old high school, to the old computer room, and to what he found there.

Reviews

-  **Reviews:** this month we review Activision's Atari 2600 Action Pack for the Macintosh, and three pieces of shareware: SpeedBeep, Welcome Editor, and DoubleScroll.

Stuff

-  **About Apple** provides a snapshot of what makes up Apple Computer, Inc.
-  **endnotes...** contains all the info you could ever want about this magazine.

eMail



Send your own commentary to: rdnovo@eworld.com
All eMail received becomes the property of Only Boy Productions, and may be edited for length and clarity

CinèMac Response

I JUST DOWNLOADED the new ATPM, and it looks better than ever (especially with a review of CineMac). First a couple of comments, you said you'd like a sleep never corner rather than having to turn the whole screen saver off—we specifically did not include a sleep never corner in the interests of keeping the cleanest user interface possible, too many pieces of software these day are stricken with featuritis (in my humble opinion) and end up with a cluttered user interface with features for features sake that the developer thinks add "value" to their product but I think merely adds confusion. With regard to the commercial version, the user interface customization means that for commercial users they can change the about box in the control panel to have their own pictures and text and replace our logo pict with theirs in the main control panel window. Thanks for a great review, you are the first in print, there should be more coming but you were the first and we will remember! We are working hard on a multiple QT movie version of CineMac and hope it will be in beta soon.

John Pattenden, MacSourcery, America Online

▶ I'm just glad to have had the opportunity to review CinèMac for QuickTime. Happy trails!

ATPM as a teaching tool (?!)

JUST FINISHED READING ATPM 1.08 and wanted to let you know how much I enjoy it. I teach a Basic Macintosh class and put four of the first ATPM issues on floppy disk and gave them to the students as an introduction to e-zines. Everyone loved it. I also gave the floppy disk to other Mac users who have yet gone on line, so your ATPM is making its rounds in other ways as well. It's too bad DOCMaker won't work on Windows so that the rest of the world can see what they are missing by not having a Mac. Looking forward to future issues, and the weekly AppleSauce.

Jim Barnes, America Online

▶ Gee. Uh, I'm not sure what to say. I'm floored. Wow. Speechless, even. (Which is hard to do.) While I have considered trying to distribute ATPM in a format Windows users could read, I decided that the effort was not worth it. Instead, when ATPM finally reaches the Web, they will be able to see it there, and really feel like they're missing something.

This is ATPM on a BBS. Any questions?

PLEASE SUBSCRIBE ME to ATPM! I have downloaded every issue since the first and have loved everyone. I operate a Mac BBS (talk about an "old" hobby - no internet, no major mail links, just a PowerMac and a couple of phone lines.) I have been posting ATPM on the system and a lot of my users download it AND I have had specific requests that I add each new issue. At the Apple Dealer where I work, I got everyone hooked on it. Keep up the good work!

Steve Major, *eWorld*

Hey, thanks for the kind words, Steve. Your subscription is in, and you should have gotten this issue in the mail. So, like, as an Apple dealer, have you got an throwaway Power Mac 9500/132's just lying around? I'd pay shipping. <grin>

Did I win? Did I win?

HI THERE. There's a typo on the first page. In the paragraph right after you offer free stuff for finding typos, you wrote "mostyl." Do I get free stuff? Did I win?

Any number of readers

Boy did I feel stupid. For a while there I was going to give prizes to any and all who found that dumb mistake, but then my senses returned to me. Alas, you do not all win. Only the first person does, and that was a woman named Deb on America Online. She has not yet claimed her prize.

Mac & Talk

A Forum for your opinions. Send your responses to rdnovo@eworld.com. Be civil.

AOL, in my Opinion is FAR Superior to eWorld

Dear ATPM:

After reading ATPM 1.06, and looking forward to starting My Mac #4, I decided to write in to ATPM with a response to your hype of eWorld. Yes, I could have done this in my own 'zine, but not all my readers may have read what was written in ATPM. (And I like to keep my 'zine a little less negative.)

In an earlier issue (1.04 or 1.05, I believe) you gave a big comparison between eWorld, AOL, and CompuServe. Though I agree with almost the entire review of all three, it always bothered me that you gave eWorld the best marks. Why? Well, as a big online user myself, I find that AOL is, in my opinion, FAR superior in content. I do not use CompuServe at all. Seems to be very "Anti-Mac." So that leaves eWorld and AOL.

eWorld, while having a nice interface and cartoon graphics, has nothing that I cannot get on AOL. (Well, that's not true. They do have ZiffNet. Yowza, indeed.) None of the company areas are worth ---- on eWorld. It's almost like they put something on eWorld as an afterthought. And for an uploader, you are lucky to see your post within a week's time! I uploaded My Mac#3 FIVE DAYS AGO as of this writing, and it is STILL NOT POSTED! Why? Are eWorld employees THAT busy? I do not think so, what with the HUGE database of software they must get from their 90,000 users.

And let's talk about the software I am able to download on eWorld. First, when I click on a subject line, is it REALLY necessary to give me ALL the files RIGHT NOW, rather than, say, thirty or so? I mean, if the program that I want is right there on top of the list, I STILL have to wait for the other five hundred or so other ones to load up before I can do anything! I have sat there, waiting, watching the little "e" swirl around, for up to 90 seconds! I am sorry, but that is about 85 seconds too long! Why can't they put in a "Next 20" button like AOL? They do have it, I know, in the classified ads.

As far as the mail system goes. Yes, eWorld is better by far in that regard. No question. And AOL's message system is a joke! But even with those two things, eWorld STILL does not come close to AOL.

What makes an online service? Ask AOL. The big boys. Or ask eWorld, the little boys. Or ask me! I use both. And will continue to do so. But not for long if eWorld does not clean up it's act soon...

Tim Robertson
Editor, My Mac

[Editor's note... since writing this letter Mr. Robertson has, in fact, left eWorld.]

The Worth of a Mac Plus

Galant Sir Novo:

Wot a lovely bunch of 1s & 0s you have here! (referring to About This Particular Macintosh 1.08). Stumbled across it in Planet BMUG's New Uploads section. Nice. My only gripe: the formatting goes wonky on my venerable Mac Plus. Filling in the missing words keeps my mind active, but sometimes i'm wrong.

I had to laugh at the references to the Mac SE being "pretty much useless after a couple of years" in "Resurrecting Maxie", though i laughed nowhere near as hard as my Plus! (My first and only computer to date!) Which, by the way, i've never named, so i guess that makes me a criminal (per same article). Why, i haven't even ever changed the name of my one & only Jasmine Direct Drive 80 external hard drive, which i only recently filled up beyond recourse.

But back to Maxie: I'm puzzled by the part about scrounging for a DD diskette-doesn't the Super Drive on Pokegenia allow one to format HD diskettes as 800k? And wouldn't that have been MacWrite *II* 1.0 (even my brother had MW 4.5 on his Fat Mac-see below)? And the part about old computers crawling under the guidance of the latest operating systems, uh... <looks down, shuffles feet> no one's told my Mac about this! I'm running System 7.0 (not 7.1 nor 7.5 as i still haven't gotten used to the concept of actually buying an OS), and with the exception of renaming icons being slightly slower, it is as fast as System 6 (which was about as fast as System 5, which...). With the full 4 Megs, it's a lean, mean, compact computing machine (who needs a PowerBook? I've got a Mac Bag)! With all the above plus a USR mac&fax 14.4k modem from a couple years back & a brand-new Zip drive, me & my Plus are blazing through the '90's, notwithstanding my machine's ninth birthday being this month. AND i can still shut off all the big disks and go for the quiet sound of running off dual 800k floppies w/System 6 & WriteNow 4 (roomy, spacious, roomy), which i still choose to do from time to time when i want true silence for deep concentration.

Sure, i can't even think about QuickTime ("what's that?"<g>) or anything having to do with color, and more and more new software won't even look at anything less than a 68020. Yes, once in awhile 4 Megs is not enough (i almost got Netscape 1.1N to load... darn! Only 72k more RAM needed!). But i can ricochet all over the Net & send e-mail to my brother and his wife in Hungary just fine. (The poor lad is stuck with an MS-Dross clone [which he hates], and to think he used to work for an early Mac developer in '84 and introduced me to land o'Mac in '85-'86

with his Fat Mac [512k, not ke]. When the nostalgia urge strikes, i just shut 'er all down & restart with his System 1.1/Finder 1.1g [24 Apr. '84], look at About the Finder, and smile).

++Sonic Purity++

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

Reading the Tea Leaves

Well, it's that time of the year. The December column. Lay-it-on-the-line time. Show-us-what-you're-made-of time. Regale-us-with-your-wit time. I will try not to disappoint.

At the end of the year, most columnists adhere to a simple rule. When in doubt about what to write (or when under a deadline crunch), predict. Simple, forthright, and without much accountability. Of course, you have to know something about what you discuss, or you may come across a complete fool. But that goes for writing a magazine, too. <grin>

So here goes:

In 1996...

I will not buy a new Macintosh. The world will not end. You'll still only be able to count on death and taxes. There will be a Presidential election in the United States. Summer will happen. Apple will release some new computers. Microsoft will make money.

Hey, this isn't as hard as I thought it would be! Now something a bit more challenging:

In 1996...

About This Particular Macintosh will appear on the World Wide Web. The magazine will begin to generate revenue in the form of t-shirt sales and/or advertising space. At least one additional staff person will be brought on, probably an Assistant Editor in charge of Reviews. This person will get paid (though I'm not willing to predict how much). The Editor-in-Chief (me) will have fits worrying about taxes for 1997, what with all this money changing hands. Also in 1996... ATPM will sport funky new graphics, courtesy of Adobe Illustrator 6.0 and yours truly.

Hm. That gave me slight palpitations. But I think I'm ready for the real stuff:

In 1996...

1. Apple Computer will continue to outsell the competition. Only Compaq Computer Corp. will do better, and that will only be overseas. At least ten new computers will be released by Apple, along with a passel of other stuff: printers, monitors, drives, etc. (Okay, so I'm playing it kind

of safe...) We'll see a scanner/printer/fax machine from Apple, capable of all three office functions. In color. Nothing exciting will happen with the PowerBooks until well into 1997. Copland won't come out, but we'll get neat little "Keep 'em Happy" updates along the way.

2. There will be a reorganization within Apple Computer, Inc. Apple Americas will be split into smaller divisions, though James Buckley will continue to oversee all of the new areas. The new Apple Caribbean will sell solar-powered Macs in skywater blue, flamingo pink, and black sand, but they will only be available in Jamaica. Or through the J. Crew catalog.

3. At long last one real computer maker will sign on to build Macintosh clones, but only CHRP-compliant ones, and only at the very end of 1996. It might be Compaq. It might be IBM. It won't be Packard-Bell though, since they will file for Chapter 11 bankruptcy protection before the next year is out.

4. Open Doc will ship, and nobody will know what to do with it.

5. 120 Mbyte floppy drives will appear, and will be available in Power Computing's Mac clones before they're available anywhere else. iomega (if they're smart) will produce the first versions available separately to the public.

6. Super Density (SD-ROM) drives will become available, holding four to six times the amount of data on one CD-ROM. You'll be able to play your old music CDs and CD-ROMs on them, but it's time to finally through away those old Atari cassette tape backups.

7. Michael Spindler won't be heading up Apple in 1997, but don't expect anyone from inside the company, either. The Sculley System worked for them once, so they'll get a high profile manager from somewhere and import him. Or her?

8. Newton OS compatible machines will be built by more companies than Mac OS compatible machines. And they said it was a useless technology.

9. Apple will come up with a killer commercial during the year, and they'll run it once as an infomercial at 3:00 am on a local station in Kentucky.

10. And finally, are you ready? In 1996... Netscape will buy Apple!

Whew! Happy Holidays!

About My Computer... is a monthly column by RD Novo about the goings on in the vicinity of his Mac. If you can weed out the fancy from the whimsy in the article above, let him know what *you* think will happen next year. He'd like feedback about his particular mac at rdnovo@eworld.com.

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PC Magazines

I've received comments, suggestions, flames, insults—call them what you will—on the length and wordiness of my writing. So this month I'll... try keep short. 1 page long. Make readers happy... Just kidding. See... I've already started with unnecessary wordiness. Anyway, I'll try my best.

Saturday Night

It's pouring rain and I got into a fight with my girlfriend. It was ugly so I'll spare the gory details. Basically, she thinks I ignore her and spend more time with my Powerbook than I do with her. Whatever. Sounds to me like she's jealous of my dear, sweet, beautiful and wonderful Powerbook. That's crazy! Sheesh... like there's any question which one I value more. I probably shouldn't have said that last sentence out loud, but I did.

So here I am, 2:51 a.m. on a Saturday night, trying to fall asleep... on the couch. Fortunately, all is not lost. In my "sick and twisted mind" (her exact words), I've been able to relate this experience to Apple and Mac users.

All the News That's Fit to ...

Think of me as Apple Computer and her as the evil, nasty PC magazine industry. You know, PC World, PC Magazine, Byte, Windows Magazine, PC Computing, PC Week, Computer World, etc...

Now, to appreciate this article, you need to know a little about PC magazines. Well, actually all you need to know is that they put down Apple and Mac users every chance they get. These magazines lie, make up stories, and over exaggerate EVERYTHING and anything to do with Apple. Plus, they are staffed by insane, uncaring, cold-blooded, hateful, cruel, **make-you-sleep-on-the-couch-even-when-you're-in-your-own-apartment** people! Excuse me... where was I?

Oh yeah, PC computer magazines... what news always makes the headlines in PC magazines? Bad news, that's what. But more specifically, bad news about Apple and lies about the MacOS. These magazines seems to take excessive joy in spouting rumors of Apple's demise, warping Apple's financial performance, emphasizing Apple's back-logs, etc... while neglecting to print anything about Apple's increasing market share (in the US and Worldwide), the superiority of the MacOS over Win95, and Apple's competitive pricing.

Why is that? I mean, which computer company has consistently led in technological innovations such as plug-and-play, drag and drop, QuickTime, QuickTime VR, QuickDraw 3D, video-conferencing, telephony, speech recognition, handwriting recognition, award-winning hardware design, ergonomics, trackpads, trackballs, mice, adjustable keyboards, 16 bit stereo sound, integrated microphones, etc...?

Apple.

I mean, if it weren't for Apple, where would Win95 have gotten it's "amazing" interface? If it weren't for Apple, we would all probably be sitting here typing DOS commands. And if it weren't for Apple, Bill Gates would probably be twice as rich as he is now.

I wonder if these PC magazines understand the word: "Gratitude?" What about: "Respect?" Wouldn't you think they would show a little appreciation for Apple and print some of the good news instead of just the bad news? Well, they don't.

Explosions

Let's look at an example. The Lithium Ion batteries in the 5300 series Powerbooks. According to Apple, there were two batteries that overheated and sparked while in Powerbooks. This in turn led to the machines catching fire. Now, what kind of fire? A forest fire, or just a candle light fire? I would assume the candle light kind of flame. Somehow, I don't think LCD screens ("L" as in "Liquid") and trackpads are highly flammable.

But, have you read some of the headlines in the PC trade magazines?

"Powerbook batteries **EXPLODE!**"

"**EXPLODING** Apple Powerbooks!"

Come on, give me a break. Where in any of Apple's statements did it say, "**explode?**" I believe the word Apple used was, "overheated." It's not like they burst into flames spitting fireballs and plastic shrapnel, and besides, Apple had already dealt with the problem. Still, I haven't seen this many jokes about a product since the Pentium fiasco.

Byte - Special Report

Here's another example. The November issue of Byte: "Special Report - Smooth Operators." They state that they will stick to a common platform, the **Intel X86** or compatible platform. Okay, so they decide to leave out the MacOS in this "Special Report" on operating systems. After all, the MacOS will not run on an Intel X86 machine right? But, you read on to see what else they say about these PC OSes.

The first section is called, "OS Paradise." They detail Win95, OS/2, UNIX and Windows NT in usability (the Mac's forte) and administration. No mention of the MacOS.

Then, you come up to a section titled, "Sincere OS Flattery." And here you discover that they

decide to include the MacOS, citing that it can run Windows via a DOS Card or SoftWindows. As if emulating Windows on a Mac is "sincere OS flattery." Can you believe this?

Then you hit, "Crashing the Party." In other words, "How to Crash an OS." The first section is on Windows 3.1 and Windows for Workgroups (Win95 is not mentioned... as if Win95 will never crash). They say if you open and quit an application a couple of times, Windows will crash. That's nice. Then, under a section titled, "Sys! Boom! Bah!" they decide to include the MacOS. **Again.**

The writer says that to crash a PowerMac with 16 megs of RAM, all you have to do is disable virtual memory, turn off RAM Doubler and load up Photoshop, finishing with the expression: "**MacSplat!**" Boy, the author (Bruce Brown at bugnet@bugnet.com, e-mail him... e-mail him a lot) seems to be enjoying himself with this discovery. What happened to opening and closing Windows apps resulting in "WinSplat?"

Besides, does anyone see how illogical this is? Forget about whether or not it's true—I've seen people run Photoshop on a PowerMac with 16 MB of RAM with RAM Doubler disabled and VM off—if opening and closing applications under Windows will cause Windows to crash, then you're really screwed. Eventually you **will** crash unless you restart. Now, on the Mac side, according to Mr. Brown, to crash a PowerMac you have to:

1. Have only 16 megs of RAM.
2. You have to have Adobe Photoshop.
3. You have to have RAM Doubler.
4. You have to turn off VM.
5. You have to disable RAM Doubler.
6. Then you have to load up Photoshop.

Now, if you know turning off VM, disabling RAM Doubler before running Photoshop will crash your PowerMac, why would you turn off VM and disable RAM Doubler? DUH!

Hello? Earth to Mr. Brown?

I would really, Really, **REEEAAAALLLLYY** (say it like Kramer or Jim Carey <g>), like to know how things like this get published?

I think I've made my point. In a "report" where they clearly state they will be detailing OSes on the Intel platform, they decide to include the MacOS to show the (perceived) weaknesses, while ignoring the areas where the Mac has strengths. Yeah... that's real objective.

PC Attitude

So why this anti-Apple stance? Frankly, I don't really know. Personally, I think one part of the reason is pride, and another has to do with investments. As for pride... no one likes to be told they bet on a loser OS. As for investments, these magazine companies and writers have invested a lot of time and money on the Wintel platform. They have built their life and livelihood around Microsoft and Intel. There is no way they're going to turn around and say, "Apple rules!!! I love System 7.5!!!!"

So that's why they don't print any good stuff about Apple. Oversimplified? Probably. But the fact is, they just don't print good stuff about Apple. Pick up a bunch of PC trade magazine and find all the articles on Apple and the MacOS. I bet 80% (4 out of 5) of them will be "bad" news.

PC Magazines' Legacy

I know, this article is pretty common sensical, but I just had to put it on paper. Yesterday, one of my coworkers said to another coworker, "How did you get that Star Trek theme song on your computer? It sounds great!!!" I listened to it. It sounded like the person who wrote it only used five mono beeps, each with a different pitch.

Meanwhile, not only do I have the Star Trek (original, Next Generation, and DS9) theme songs in 16 bit stereo sound (which sounds great on my 520c), but I have a video clip. Not to mention 100 megs of movies, pictures and sounds on my hard drive. I didn't want to show them any of them... I didn't want to show them any of the files. If I did, they would probably call the police and have me arrested as a technologically advanced alien from Mars.

The point is. About a dozen, amazed and awe-struck, people gathered in this guy's office to listen to his over-priced Pentium computer spit out a few pathetic beeping noises which may have been interpreted as music a few thousand years ago.

This is the legacy of the PC magazine industry. They'll never write anything on what an incredible multimedia computer the Mac is or what a great and easy-to-use OS System 7 is. Neither do they tout Apple's development of fantastic new technologies like QuickTime VR, or QuickDraw 3D.

Well, that's incorrect. They'll start mentioning those new technologies when Microsoft gets around to copying the code from Apple.

Chin Up

Anyway, this piece wasn't intended for anything except the sharing of my wacky views (as if any of my other pieces had any other intent). I know PC magazines won't change, but I do hope, that this piece will make you feel better, not about yourself, but about your Mac and Apple.

These are especially hard times for us Mac users. The Win95 onslaught is over but Apple is only one company versus a slew of clone manufacturers, Intel, Microsoft and numerous biased, reality-distorting, living-in-denial PC magazines. So, keep your chin up and be glad you're using a Macintosh. It's the easiest personal computer to use, and it's one of the most powerful, even if the majority of computer users won't acknowledge it.

Oh, and my new slogan for Windows is, "Its been done before, and its been done better."

Apple á la mode is a regular column by Clarence Kwei. In case people are wondering, Clarence did resolve his fight with his girlfriend. But they have since broken-up for

non-computer-related reasons... mostly... and remain good friends. Clarence likes any kind of feedback, so please direct your flame-throwers, suggestions and comments to:
71461.1644@Compuserve.com

This article is ©1995 by Clarence Kwei. The opinions expressed in this column are not necessarily those of this particular Macintosh. Complaints from *Byte*, Clarence's ex-girlfriend, or Mr. Brown should be directed to Mr. Kwei at the address above.

A Lesson from a Student

by G.J. Charlet III

I TOOK A TRIP down memory lane when I went back to my old high school to attend a ceremony paying tribute to one of my teachers. After a happy reunion with her, she invited me to take a look at the new computer lab. Now, when I was in high school our computer lab consisted of an IBM PC Jr., an Apple IIe, and fifteen Commodore 64's (no, you didn't misread that—I can't tell you how helpful it was to use a game system that was incompatible with every other computer since the dawn of time). When we were in high school, we spent most of our time in the computer lab playing "California Games." Imagine my shock when I opened the doors to the lab and saw the walls lined with 386's running Windows. I wanted to tell my teacher that I was disappointed in her choice of machines, but I let it slide. As I was walking down the row of devil-boxes, (bitter? oh, just a tad) I saw a familiar old friend sitting in the corner alone.

It was my first Apple—an Apple IIc I had donated to the school. For those of you who don't remember, the IIc was designed as a "portable" computer. It's portability consisted of the fact that it was somewhat lighter than the other Apples and it had a handle on it. This "portability" however, was negated by the fact that wherever you wanted to port it to, you also had to lug along the monitor and about four miles of cables. It served me well, though, when I was in high school. Four years of term papers and book reports were typed there. I printed them out on an Epson dot-matrix printer that was the size of a large microwave. It was the first computer that I could truly call my own. My dad bought it for the "family", but I was the only one who ever used it. I spent countless hours in its monochrome glow: typing papers, printing my own newsletters with a program called "Newsroom" (I think that's what it was called), and looking for that Carmen Sandiego chick (this was back in the stone ages when she was only went to like seven different countries). When I graduated, I decided not to bring it to LSU with me.

I saw it sitting there and I felt kind of badly for it. Like an abandoned pet, it looked ragged, misused and lonely. I stood over it and felt the guilt rising in me. There were liquid paper initials on the side of the monitor and all of the cables were in jumbled knots. One of the keys on the keyboard was permanently jammed in and it was covered with ink and smudge marks from careless fingers. The five and a half inch floppies were stacked (sans paper covers) next to the machine. Probably the greatest injustice of all, though, was that the apple icon on the computer itself that had been filled in with ink scribbles. I leaned over my neglected buddy and wiped the

dust from its casing. Then I unplugged the wires from the back and untangled them the best I could. Then, finally, I wiped the ink off of the Apple icon. I reached around the back of the machine and flipped the toggle switch and loaded up one of my favorites: Microzine. For those of you new Mac users, Microzine was an electronic children's "magazine." It usually consisted of a choose-your-own-adventure type story and a few games that had something to do with the story. I was surprised when the disk actually booted up (despite about ten years of misuse and dust).

I was so surprised, in fact, that I didn't notice the student that had walked up behind me. "Excuse me," he said. "How long are you going to be using the computer?" I quickly jumped up and offered it to him. He rebooted and loaded a word processing program. As he was typing, I noticed that all of the other machines had more sophisticated word processing programs as well as a laser printer. My old Apple was connected to a dot matrix printer that was older than the computer itself.

"Can I ask you a question? Why are you using this machine?" I said. "The others are faster, you know."

"I know," he said without looking up. "I like this one."

Now, I have always been a devoted Mac user, so I decided to put his product loyalty to a test. "People tell me that they don't like these computers because there is a half eaten apple on them. They say that Apples are like something that you try, but you don't like, so you throw them away," I said. How many times have we all heard this one?

This caused him to stop typing. He turned completely around in his chair to face me. "I have always thought," he said, "the reason there is a bite taken out of the apple is because Apples are like something that you try and you realize how great they are, so you savor them as long as you can." As I stood there dumbfounded by his answer, he turned around and resumed his typing. For years I have tried to defend my Macintosh to my Windows friends. Plug and play, multitasking, ease of utilities and the freedom of "tweaking" never convinced them, because they would always throw the "bitter Apple" defense back in my face. It was a weak argument on their part, but it was always something to which I had no immediate answer.

As I turned to leave, I asked him how much they got to use the lab (we only got "hands-on" twice a week, back then).

"Well, we have to use the other machines every day, but when we're done with our work, I get to use this one."

"You really like it, huh?" I asked.

Once again, he stopped me cold in my tracks. "There is nothing in the world that I want more than a computer. If I had a computer like this at home, I could do anything I wanted."

Now, I'm not trying to preach or anything, but this really touched me. Right now, I'm trying to pay off a \$2000 loan that I took out to buy my PowerBook and printer. I use my computer every day. My entire brain is in there: my address book, my calendar, a collection of short stories I've written, half a novel and half a screenplay about Mardi Gras. Like most of you, I couldn't do without my computer. It has become a necessary tool in my day-to-day life.

Now, for all of you dedicated computer-users out there, I am about to make a bold request: If you have an old computer sitting around that you never use, think about what it felt like the first time you booted up. There's bound to be an organization in your past (school club, church, Scouting) that contributed to your development. Consider donating your old reliable friend to someone that can get some use out of it.

As I stood there watching the student, I realized that he may never be able to get the computer he wants, but while he was given the opportunity to use one, he was making the best of it. Like each of us should, every day.

G.J. Charlet III and his PowerBook 165c (Big Man) are currently majoring in English at LSU in Baton Rouge, LA. You can reach him at GJ3@eworld.com or gcharle@tiger.lsu.edu



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



Welcome to ATPM's newly organized reviews section. Here you'll find the contents of this month's reviews (often skimpy, I'm afraid) and a quick look at their ratings. Click on any of the icons to get where you want to go.



Activision's Atari 2600 Action Pack, reviewed by Adam Junkroski.
Remember Pitfall? Remember those old black plastic joysticks with the big red button? Well, now you can bring those old times home to the Mac. Sorta.



What to Download
ATPM's monthly look at the shareware that crosses our desks. This month we explore SpeedBeep, and DoubleScroll.

Review



Atari 2600 Action Pack

Reviewed by Adam Junkroski

Wow! I never thought it would happen. Sure, once every two or three years, my brothers and I will dust off the old Colecovision, attach the Atari 2600 adapter, and go to town on such classics as “Kaboom,” “Pitfall!,” and “Freeway,” but I have to say that I never expected to see them rolling across the screen of Tiberius, my Mac.

So you can imagine my elation when I saw that Activision had released a collection of their old Atari 2600 games for the Macintosh. So elated was I, that I didn't stop to think about how I could physically play these games on a Mac. But I'll get to that in a moment.

The first thing that struck me about the collection was the fact that Activision had packed fifteen original games - chunky graphics and all - onto a compact disc. Forget for a second that a disc can hold zillions of Kb's of data - the sad thing is that all fifteen only take up just over four megs. Ouch. How far we've come. Remember those bloody little cartridges all over the floor, in your closet, on top of the TV, in the freezer, etc.? All that time, they took up less memory than your standard calculator has today.

After a very brief installation of the games, I noted some of the unique features. One allows you to toggle an intermittent message on and off - this message is called "Mom," and if it is on, it will occasionally scream at you to stop playing video games and come to dinner, or ridicule you for doing nothing with your life. Pretty realistic. I recommend the "off" setting for those of you who have only one speaker, but still get this message in stereo.

After a brief flirtation with the preliminaries, I jumped right in and double-clicked on "Kaboom!," an old favorite of mine. I was shocked to see that the screen was about two inches by two inches. This was quickly resolved by clicking the window sizer in the upper right. Sure enough, the Mad Bomber was grinning away at me, just like when I was in fourth grade. What a thrill.

Then I played it.

Whoops. Try substituting the Apple Desktop Mouse II for an Atari 2600 paddle. It doesn't work, so don't actually try it. Unfortunately, the discrepancy makes the game unplayable.

So I tried "H.E.R.O." instead. Here, I was forced to substitute the keyboard for a joystick. Again, a sad replacement for that cold, black vinyl and a speedy red button under your thumb. By the way, I don't know about you folks, but I have never been able to make my "Mousestick" work properly. Worse, its extension conflicts with everything but my menu bar clock, so I never use the thing. I use my keyboard.

Sure enough, this difficulty of use was the case for almost every game, barring maybe "Pitfall!," "Freeway," and "Fishing Derby." Worse, since I have an AV machine equipped with a sound chip much more advanced than the original Apple sound chip not in AV machines, all the sounds are played back like Darth Vader on acid.

Yet, this collection of old friends stirred something in me so, that when my girlfriend suggested I repack it and return it, I recoiled in horror and screamed. I had them back, and I wasn't about to let them go. Who knows? Apple might someday have an integrated joystick, or better support for one, anyway. And if someone invents a utility to let me toggle off my AV sound chip, I'll be in business. No, I carefully packed the CD in its jewel box, and gave it a place of honor between Photoshop 3.0 and my own company's photo disc.

For those of you with non-AV Macs, and a functional joystick, this is a great little trip down Alzheimer's uh...uh...lane. Action is extremely slow if you are running RAM Doubler, so be sure to disable it or any other virtual RAM before playing these games.

In short, if you are looking to actually play these games hard-core again, this is probably not the way to go about it. But if you want to see all your old bitmapped pals, and hear the wonder of single-channel sound effects, and revel in the memory of bellbottoms, Knight Rider, and Donna Sommer, run out and get it NOW.

Adam Junkroski is a ten-year veteran of the Macintosh, and before that he apparently reveled in the seventies. You can get in touch with him at Rystan@eworld.com



What to Download

(and where)

SpeedBeep



URL

SpeedBeep, by Robert L. Mathews, is an excellent little control panel that I could not live without. What it does is it allows you to do stuff on your Mac while a beep sound is playing. Its functionality is obvious if you enjoy long beep sounds. Also, it is quite useful when you have several short (or long) beep sound playing in succession (when you try several times to do something your mac can't). It will also play a beep randomly from a list of your sounds, and allows you to give some sounds more "weight" than others - that is, some sounds will play more often than others. SpeedBeep will also allow multiple sounds to play at the same time on 68020 machines or faster. This is a wonderful utility that I will never delete and will never be without. **Reviewed by Frohicke**

Welcome Editor



URL

Welcome Editor 1.0, by Colin Burnett and Wesley Moore, is a very simple, very small, very single-minded application. Double-click, type a message, and next time your computer starts up, the "Welcome to Macintosh" message will be replaced by whatever you typed. Sure, you can do this with ResEdit, those of you who know how, but Welcome Edit is much simpler. Who needs all the hassle? **Reviewed by RD Novo**

DoubleScroll



DoubleScroll 2.0.6, a control panel written by Edward Voas, is a nifty little utility that adds actual utility to the scroll bars on the Mac. DoubleScroll puts up **and** down



URL

scrolling arrows at either end of your scroll bars, allowing you to scroll one way and the other without moving the cursor all the way across the screen. A real boon for PowerBook users, people with 20" screens, and those of us who are just too lazy to bother. DoubleScroll is also only \$10 to register. **Reviewed by RD Novo**

What to Download is our monthly look at the best shareware to cross our desktop(s), and we're still looking for shareware reviews and shareware reviewers. If you have a piece of software that you absolutely love, write up a little review about it, and send it off to me at rdnovo@eworld.com. Don't worry about sending the program, if I can't find it, I'll email you back. Don't be bashful, let us know what your favorite shareware is.

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The Contest... adieu!

LAST MONTH'S CONTEST, "How many free disks do you have?" was won by Crillee. Below is the proof, two photographs of all the floppies (stacked five to a pile) and all the CD-ROMS received, unsolicited, through the mail. He has a grand total of over ninety-eight free disks, and that's a sight higher than anyone else even bothered to claim! Crillee will receive his choice of free stuff from the large pot remaining. It is amusing to note that, since taking this picture, he has received several additional disks in the mail.





ALAS, THERE WILL BE no more regular monthly contests. I know a number of readers will be disappointed, and I've been agonizing over the decision for some time now. But monthly contests are difficult to come up with, difficult to implement, and time-consuming. The contest was, originally, a way to attract readers, and a way to keep them hooked. I like to think the content of the magazine does that now. (How naive am I being?) Contests will continue to appear from time to time in ATPM, just not as a regular feature. In the meantime, try to find editorial or typographical errors in this and subsequent issues. The first report of an error in any given month does get actual free stuff shipped free of charge!

Next time

THE NEXT ISSUE will be a publications special. Clarence Kwei may take a vacation from writing during January, and we're filling the empty space with review after review of e-zines, magazines, programs, and whatnot. Included will be a review of PageMill, Adobe's new Web authoring tool, news about ATPM's new Web site, a review of the new DOCMaker 4.5, and a bunch of other stuff. Check it out!

Looking for writers and artists!

ATPM IS ACCEPTING all kinds of submissions. I continue to encourage you to submit any personal accounts of Macintosh computing for what is now known as Segments. But I am also looking for regular contributors to supply news reports, software and hardware reviews (including shareware), regular columns, and/or feature stories for publication in ATPM. Please consider writing for ATPM. Thanks.

SEGMENTS: Slices of the Mac Life is always looking for contributions, and I'm looking for just about anything. Have you got a one-shot story? Send it in. Did your four year-old digitize Mommy or Daddy? I'd like to see it. Poetry, fiction, whatever. It has only to be entertaining (and yes, I'm the judge of that) and about your particular Macintosh(es).

COLUMNISTS If you would like to write a regular column for ATPM, I encourage you to submit a sample of your writing along with any ideas you have on the topic, scope, and whatnot. I am looking for one or two (or maybe more) people who have entertaining views on Macintosh computing. Columnists should be prepared to write something once a month, though I'll consider a less rigorous schedule if you ask nicely.

REVIEWERS If you would like to review hardware or software, write up a short proposal (including the name of the product you'd like to review) and send it to me. I am looking for feature length reviews as well as short shareware reviews for the shareware column. Your reviews will be your own, and will not represent the views of ATPM, at this point. As I get to

know you, I may take your opinions under my wing. <grin>

TO ALL WRITERS This is an opinion forum, so don't be afraid to be opinionated, but try not to be pushy. I like the "gentle humor" comment from ZiffNet/Mac's reviewers, and I hope to keep that tone. I cannot promise that your stuff will get published, but I will read it, and I will at least deliver comments back to you. All submissions become the property of Only Boy Productions upon publication (not upon submission) for purposes of reproduction unless otherwise agreed upon with the author. Send your work to: rdnovo@eworld.com

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BY SUBSCRIPTION By far the easiest way to get ATPM is to have it delivered to your eMailbox. Subscriptions are free (and will remain so as long as there's money in my bank account) and are available to people with accounts on eWorld, America Online, and CompuServe, and also to Internet accounts that can receive mail attachments. Send requests to rdnovo@eworld.com

ON eWORLD All issues live in the Community Gallery area (go CG). Once you're there, hit the Find button and type in "atpm" and that will get you every issue. Recent issues of ATPM also lives in the ZiffNet Mac area (go SHAREWARE) if you look for "atpm" under the Find button.

ON AMERICA ONLINE Do a software search (by menu or using the keyword "filesearch") and look for the search string "atpm". That'll get you all the issues, in every library on AOL.

ON COMPUSERVE All copies of ATPM live in the Macintosh Community Club forum (GO MACCLU) in Library 8, Magazines/Reviews.

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Point, Helvetica, and Pabst Oldstyle. ATPM is published with DOCMaker, and owes its existence to Mark Wall's DOCMaker 4.1.1. May cry all the way to the bank. Contributors to this issue were: RD Novo, Tim Robertson, Sonic Purity, Clarence Kwei, G.J. Charlet III, and Adam Junkroski. Nobody got paid. ATPM may be uploaded to any online area, so long as the file remains intact and unaltered. Thanks for reading ATPM.



How to get stuff from Apple

by phone: 1-800-SOS-APPL
on eWorld : Go ACC
on the WWW: <http://www.apple.com>
via ftp: <ftp://ftp.apple.com>
Snail mail: Apple Computer
1 Infinite Loop Drive
Cupertino, CA

Market Share

The World: 9%
The United States: 13%
Education: 54%

Apple's Stock

October Issue: \$36.50
November issue: \$39.63
December issue: \$39.50

Companies making Macs

Apple Computer, Inc.
Power Computing
Radius
Daystar Digital
Goldstar
Pioneer
Bandai (well, the Pippin)
UMAX

About Apple is a section that will keep a scorecard of all things Apple. You can come here to find the latest stuff, up-to-date. Send your suggestions to rdnovo@eworld.com
