ATPM

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

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Thanks for reading ATPM.

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Welcome

by Robert Paul Leitao, rleitao@atpm.com

Welcome to the October 2002 issue of *About This Particular Macintosh!* A lot has happened in the world of Macintosh computing since our September issue so we are glad to be back with the latest fact-filled edition of your favorite Macintosh Internet magazine!

So What's With IBM, Anyway?

Apple's one-time nemesis turned technology partner will be unveiling details about its new Power4, 64-bit chip this month. The new chip is rumored to have been designed with Apple products in mind, and the Apple rumor mill that constantly runs on overdrive is already discussing the benefits of the new chip in Apple products. Although it would take time to integrate the new chip design into Apple products and Motorola has, according to reports, the G5 almost ready to go, the prospects of a new IBM chip in future Apple products has captured our attention.

I Sync, U Sync, We All Sync With iSync

Well, maybe not yet. But if Apple has its way, users of Mac OS X 10.2.1 will be downloading Apple's latest digital lifestyle technology by the millions. iSync is designed to allow users of Mac OS X to seamlessly synchronize their digital appliances with one another.

In late September Apple released a public beta of its iSync product for testing by Mac users. A public beta means that Apple officially offers no technical support and users install the product without reasonable assurance that the product will be trouble free and compatible with a long list of products and software. The status as a public beta will deter few Mac fanatics from installing the first release of a cool technology.

Rendezvous for You Too

It's official! Rendezvous is now Open Source. In a way, Apple's Rendezvous technology does for computer peripherals and servers on a network what iSync does for digital appliances. It allows things to communicate with one another. Open Source means that

no one is officially obliged to provide technical support. The status as Open Source means no one pays a royalty to Apple for use of the technology so it will deter few manufacturers of peripherals from evaluating the first Open Source release of a cool technology.

iSync for Congress

It's election time, and according to candidates for public office all things are open for debate. At press time the stock market is coming off multi-year lows and talk of war fills the digital news pages. Everything open for debate means no one is providing reasonable assurance that the government policy changes by candidates will ever take effect. This will deter few politicians from making speeches. We only wish most candidates for public office would find a way to communicate with one another. Perhaps Apple should design a special version of iSync for candidates for seats in the US House and Senate. That would be a really cool technology.

Our Reasonable Assurance Policy

Each issue of ATPM is designed to provide our readers with timely information, colorful commentary, and helpful product reviews. Each issue comprises material created by our knowledgeable and dedicated staff of Macintosh veterans. For years ATPM has had its own version of the Rendezvous and iSync technologies. It's called "Editorial Staff." It provides a reasonable assurance that you will find something of interest within our digital pages, even if our contributors and editors have spent the month in a raging, open debate.

The ATPM Staff

Our October issue includes:

The Candy Apple: It Never Rains In California

As winter approaches, many of us are "California Dreaming." However, Ellyn Ritterskamp is dreaming of a 22" Cinema Display, among the host of great Apple products she saw on a recent ramble in LA.

The Personal Computing Paradigm: Grab Bag

Michael Tsai mentions the extended deadline for upgrading to .Mac, follows up his previous Jaguar article with updates on hardware incompatibilities and 10.2 tips, and introduces an ATPM RSS feed that can be viewed in NetNewsWire.

Hollywood: There's No "There," There

Mike Shields sheds further light on an issue that should enrage and engage us all: the Dumb Muddle-headed Crap Act (DMCA). He also exhorts us to do something about it!

How To: The Cloning of a Mac

Remember when you could keep your Mac's system on a floppy? Later, you could create a bootable copy on a Zip disk or CD-R. With Jaguar, it ain't like that anymore, that's for sure. But Sylvester Roque shows us that it isn't impossible to "clone your Mac."

Report: Apple Expo Paris 2002

After being cancelled last year, the annual European Apple Expo was recently held in Paris. Chris Ward describes some of the more interesting products on show in the City of Light.

Desktop Pictures: Bora Bora and Moorea

This month, we feature desktop pictures from Bora Bora and Moorea, two islands in French Polynesia. They look like a bit more fun than Tropico to us!

Review: Avalanche 1.0.1

Brooke Smith reviews Dracosoft's Avalanche, an addictive game that resembles Space Invaders turned on its side.

Review: Building Cocoa Applications (book)

Ready for a book that's a little more in-depth than Apple/O'Reilly's "Learning Cocoa"? Eric Blair checks out Garfinkel and Mahoney's 600-pager as he tries to make the jump into programming for OS X.

Review: Hogwasher 3.1

Gregory Tetrault reviews Hogwasher, a high-powered Usenet reader with support for article filtering, scheduled connections, tree diagrams of threads, batch binary posting, automatic binary decoding, full e-mail support, and the ability to set up multiple accounts.

Review: iTunes 3.0.1

Daniel Chvatik reviews the latest version of Apple's MP3 player and encoder. It doesn't yet support Rendezvous, but with smart playlists and improved library management, there's plenty to like.

Review: Jinni Zeala Pinball

Gregory Tetrault reviews the Arabian-themed pinball game from the makers of Crystal Caliburn.

E-Mail

What's Under the Hood

A wonderfully useful article on shareware in this month's issue; I'll refer to it again if I ever get a new Mac with OS X.

But I'd like to mention that over the years I've paid for a lot of shareware for my old Mac. Most of the authors promised to keep me in touch for updating, providing new information, etc. But I cannot remember even one shareware provider ever bothering to e-mail me again after I paid up.

—Marius Pope

AppleWorks 6

My MacLink expired and I could no longer open Word documents from my friends. Gravis/eBay offers AW 6 for 30 euros. I'm so glad I searched the net for AW 6 and came to this site! Saved me some money because the features I am looking for are not in AW 6. So, I will continue to work with my old StarOffice 3.1 (which has easy to use pop-up menus and great style features e.g. you can determine which style follows a style) and open Word documents with RagTime 5.6.1 (which they throw out for free). It is too bad that Apple did such a poor job with this program. I had hoped it was a leaner alternative for MS's big Word program. Thank you very much for describing all the details—a very helpful review, a great site!

—Hartmut Bick, Sassenburg (Germany)

Roll Your Own: Charting Your Success

Nice basic article—as advertised. Thank you for taking the time to help the newbies and the re-born to get in (or back) to programming.

—J. Scott Anderson

Mac OS X 10.2—First Impressions

OS X 10.2 still sucks.

Today, at the place I intern, they finally upgraded the aging Pentium II 266 with more memory and Windows 2000. It made a huge difference and I swear the thing is far, far faster in most of what I do everyday than my TiBook 550 at home. Web surfing on the slower connection that they have compared to what I have at home is much snappier. In 10.2, there are still annoying menu delays that make the computer feel like it's running some emulator. For several weeks, I have been using a 25-page document with about 20 Excel graphs in it. The TiBook is dog slow in Word v.X and, on the P2, everything I did was easily 2–5 times faster, particularly in the responsiveness in scrolling. I can't imagine how fast a 2.6 GHz PC feels doing the same thing. Other than the crappy screen and mouse, it was just a lot easier to continue editing the document on the PC.

Apple has a long way to go before OS X becomes usable. Faster machines should help, but jeez, they have been developing OS X for 6 years, before there was even a G3; and in the GUI, 10.2 still gets creamed speedwise by an old PC clunker. This all made me very sad.

—*anonymous*

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I totally agree! Jaguar is overblown. Take away the bloatware which I will never use and you're left with an OS that is pretty much the same with a few minor speed tweaks and a few minor slow downs. It took a year to go from 10.1 to this? $129? Barely worth the $19.95 for those who recently got a Mac. While some of the minor bug fix updates in 10.2 are nice, they are only that. And don't give me any nonsense about Quartz Extreme. As has been documented extensively elsewhere, it does little to nothing to speed up the interface. Apple has really blown it this time. I think everyone who is oohing and ahhing about 10.2 must be smoking crack or hasn't used a Mac since the Mac Plus.

—*Chatapua*

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There are some minor flaws in the operating system, overall, and a number of non-intrusive defects. However, to say that Apple has blown it is an overstatement of Microsoftian proportions. It is an accepted standard that a minimal operating system takes around 2–3 years to develop, test, and market. However, when quality comes into the picture, that time extends. Mac OS X 10.1 was amazing, but not the end-all. Mac OS X 10.1.5 was a needed improvement and took care of most of the defects. Mac OS X 10.2 has successfully made the Mac OS a contender in the enterprise world.

—*TriLateral*

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I have been a Mac-head for years. I have a love-hate relationship with Apple and their consistent two steps forward, one step back approach. I have grown to accept what this great company has to do to survive in this Windows-based world. I just purchased the dual 1 GHz G4 and I am mostly pleased with its performance running Jaguar. However, I am aware that there are some design flaws in the architecture, generally with the throughput bottle-necking issues which I think do not allow the full potential of the OS to be realized.

But despite this flaws, for me, in comparison to XP, I prefer OS X any day, even if it is slower for *now* in general usage issues. I have both platforms—five Macs running OS X, one PC running ME, another running XP Pro—and was considering building a Athlon power-house machine for a fraction of the cost. But when I spend time on this new machine with all its flaws, I still prefer it hands down. I have no desire to buy the Windows machine no matter how fast the applications start up. So you guys can say what you want to. I really think Apple is doing the right thing in the directions they have chosen, even though I don't fully comprehend some of their decisions (removing the restart buttons etc.). Unix is and always has been the ultimate OS, and I am glad Apple had the insight to merge the best of both worlds, Unix and Mac, to come up with OS X.

Give it time. You will one day see. For now, you can't see the forest for the trees. (For those who prefer to find whatever is wrong instead of celebrating what's right.)

—*Gene Jackson*

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I run both Mac OS X and Windows XP, too. I have to say that, even in Jaguar, basic operations on basic software are way slower than what they take under XP.

I have to add something. Apple's actual strategy tends to despise old fans by kicking off some of its most useful features. I do not refer to SCSI issues, which are normal in a sense. I do not even think about Quartz Extreme which is incompatible with non AGP boards. No. I am talking about the DVD Player. On "unsupported" Macs (such as beige G3), it was possible to install the Player after one simple trick described on various sites.

And Apple did it again. They consciously limited the Player, excluding unsupported Macs (say, Macs older than two years). Under 10.1.5, DVD Player worked absolutely fine, provided you made the trick and had the required hardware to decode MPEG2. Now it's over.

So what's going on? Why are they bothering people that can't afford buying a new computer each year? This is crazy. Now I play DVDs on my PC. I have no choice (third party software, like Videolan, has its own issues. It doesn't take profit of hardware graphic acceleration, choppy images, etc.). And again, there is absolutely no reason to that. It is just a commercial strategy to kick off Mac clients who have the odd idea to keep their computer alive more than one year. PCI Radeon-equipped QuickSilvers will suffer the same slings and arrows from their beloved manufacturer.

Is that the Apple way of life I used to know? I used to think that Microsoft acted like that.

—*Fabien Mahatsiangy*

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Until OS X remembers my window settings, and when pushing the green button makes my windows expand to properly cover the enclosed files, and doesn't try to connect to the Internet at totally random times regardless of what my TCP/IP settings are, and allows me to start up a Classic program at boot—I think OS 9.2.2 is the more productive OS. There are probably dozens of little quirks that drive people crazy in OS X that a user would think is something they're doing wrong, but actually are system bugs users put up with because they simply don't know any better.

I use OS X Jaguar as my daily OS only because I'd really like to see it succeed, and I'm just surfing or retrieving e-mail. But when I'm in a rush to finish a valuable project, it's OS 9 for me. At least I know that all my hardware will work. And, by the way, OS 9.2.2 is really more stable on my Cube than 10.2. No "spinning pizza of death" as I've laughingly seen that silly cursor referred to. Give me function over unneeded form any day.

—Edward Goss

It Never Rains In California

…or so I'd heard. A recent excursion there confirmed it. The residents got all excited at projected 20% chances of precipitation. And maybe I just went to the right places, but it sure seemed to be raining Macs.

Tote board: two private homes visited, both Macs (G4 towers). One college campus library visited: 30 iMacs on main floor, used for library work and general Internet access. Two cybercafes visited: 15 Wintel boxes at one, 5 at the other. One retail computer store visited: a ton of Macs, all shapes and sizes (of course it was an Apple store). AirPort laptop users: 2 Wintel, 1 PowerBook, 1 iBook.

I'm gonna say of every computer box I saw that week, leaving out the Apple store, the score will work out to 34–22, Macs lead. This sample is completely unscientific, and unrepresentative of anything…but I think of it as anecdotal evidence that a significant chunk of our society is being exposed to Apple products, and that bright people are purchasing them. The two home-use Macs are owned by trivia storehouses like me, both of whom have proved their intelligence in other arenas. This is not to say that the smartest folks always choose Apple, of course; there are lots of reasons consumers would want or need to go mainstream. But it was reassuring nonetheless.

As for the Apple store visit, there's nothing like seeing and touching a 22-inch monitor. I durn near bought one right there. What a beautiful piece of equipment! But there's absolutely no way in the world I could justify to myself spending that kind of money on a monitor. You can bet that if I did any professional work on it at all, though, I'd buy it in a speedy minute.

The staff there were terrific. The products are out where you can play with them, except I wanted to buy a remote control for my first-generation iPod, and they said they wouldn't be in stock for a few more days. The available sleeve for the iPod has a kind of plasticky-looking window on it, so I couldn't quite make myself part with 30 bucks or whatever they wanted for it. But the store itself is gorgeous, smack in the middle of The Grove, a newish

outdoor mall in Los Angeles. You pay a buck to park on the deck. There's a really nice grassy area in the middle of the mall with stands for refreshments and for selling doodads. If you get a chance to go, try the kosher hot dog stand—they have hot dog egg rolls that made my day.

Be sure to go upstairs in the Apple store, if only to get dizzy from the clear glass stairs. Upstairs is a theater with demo movies, the genius bar, a kids area with neat-o squishy balls to sit on, and a bunch of software. The squishy balls was the best part.

In May, Paris had a good bit of rain, and it was definitely another culture. With no Macs.

On this trip, there was no rain while I was there. In some ways I felt like I was visiting another culture. In many ways I still felt like I was at home. I shouldn't have been surprised there were Macs everywhere—Californians love to try kooky stuff. But the good news is that when the kooky, new feeling wears off, they're still using them.

Grab Bag

.Mac Extension

Apple has [extended](#) the deadline for upgrading iTools accounts to .Mac by two weeks. You now have until October 14 to either upgrade your account or prepare for it to be deactivated. Either way, Apple will remember your mac.com user name and password so you can continue to use them for iChat. However, if you don't upgrade you'll stop receiving mail sent to your mac.com e-mail address. If you're not upgrading to .Mac, don't forget to transfer your mailing list subscriptions to another address. For ATPM, you can do this from our [subscriptions page](#): just unsubscribe your mac.com address and subscribe your other address.

Jaguar Compatibility Update

[Last month](#), I reported that my main machine froze during the boot process when using Mac OS X 10.2. Apple's quick 10.2.1 update surprisingly did not fix this problem. Luckily, I found a recommendation online that, rather than remove my Radeon video card, I could remove a 128 MB RAM module thus bringing the total down to 1 GB. For me, Jaguar's speed improvements and new features more than make up for the lower amount of RAM, so I am now a happy user of Mac OS X 10.2.1. However, I'm guessing that Photoshop users who need the maximum amount of RAM will be sticking with 10.1.5 until Apple fixes the bug.

Since 10.2 performs so much better than 10.1.5 on slower machines, I thought it was time to see whether a 233 MHz G3 PowerBook (the slowest machine Apple supports Mac OS X on) was ready to upgrade from OS 9. Apple seems to have put more effort towards people upgrading from 10.1.x than from 9. When I inserted the Jaguar installation CD into the drive, the readme file had a [blank icon](#) and wouldn't open when I double-clicked it. Not deterred, I ran the installation program and clicked the Restart button. This is supposed to make the machine reboot from the install CD, but after the chime the

PowerBook just froze with a blank screen. I tried this several times, with different CDs and CD drives (gotta love expansion bays), and made sure that the machine had all the latest firmware and system software updates. None of that helped.

At this point, I remembered that I had previously installed Mac OS X 10.1 on the machine, but later removed it because it was so slow. Sure enough, it had no trouble booting from the 10.1 CD and installing that version of the operating system. Now running 10.1, I ran the Jaguar installer. Again, it restarted the machine, this time *successfully*. About an hour later, Jaguar was running on the PowerBook. Like I said, the PowerBook only has a 233 MHz G3. It has 160 MB of RAM and a video card that can barely handle Myth, never mind Quartz Extreme. No one would expect this machine to scream under Jaguar, and it doesn't. The good news is that for most basic operations it doesn't feel too slow, either. It's definitely usable. Just for kicks, I tried plugging in an ADB mouse that originally came with an Apple IIGS. It worked. It goes without saying that we should recognize when Apple products don't work as they should, but let's also give them credit where it's due.

Jaguar Information

For me, the main attractions of Jaguar were its speed and the improved Finder. An ArsTechnica article covers these and the other major changes in great depth. The more I use it, though, the more I notice the numerous smaller changes that Apple has made. Some of the smaller new features will be obvious, others less so. There are several Web sites to help you get up to speed on all of them. Ken Bereskin (an Apple engineer) has been using his Weblog to report on new Jaguar features every day or so. Another great source of Jaguar information is OSXFAQ.com, which hosts daily tips from Bob "Dr. Mac" LeVitus. There are separate archives of general tips and more Unix-oriented tips, and you can subscribe to a mailing so that you'll get the latest tips via e-mail each day. Another useful site is Mac OS X Hints. The fine folks there have added more than 350 entries since Jaguar shipped.

RSS

Previous articles in ATPM have mentioned Weblogs (a.k.a. "blogs")—frequently updated, often personal Web sites. Most of these sites are maintained using special blog software that makes editing them as easy (and cumbersome) as filling out a form in one's browser. The blog software means that this new breed of webmasters, known as bloggers, doesn't

have to know much about HTML, the language of Web pages. They enter the title of an entry in one box and the text of it in another. The blog software presents the most recent entries on the main page and maintains separate archive pages for old entries.

Most blog software also creates an RSS file that contains summaries of the most recent entries. RSS stands for Really Simple Syndication. The RSS format itself is pretty boring. It's designed for machines, not us, so if you've ever seen an RSS file in your browser you probably hit the Back button soon after. But RSS is great for machines, and it makes it easy for *aggregator* Web sites (that *syndicate* their content) to automatically generate up-to-date lists of other sites' new headlines.

Ranchero Software's recently released NetNewsWire makes RSS files useful to the rest of us. Just as Apple's iCal lets you subscribe to a calendar (a URL for a .ics file), NetNewsWire lets you subscribe to an RSS feed (a URL for an RSS file). NetNewsWire has a mail-client-like three-pane browser. The left pane shows a list of the feeds you subscribe to. The top right pane shows a list of headlines from the selected feed, and keeps track of which ones you've read. The bottom right pane shows additional information (such as an excerpt) about the selected headline.
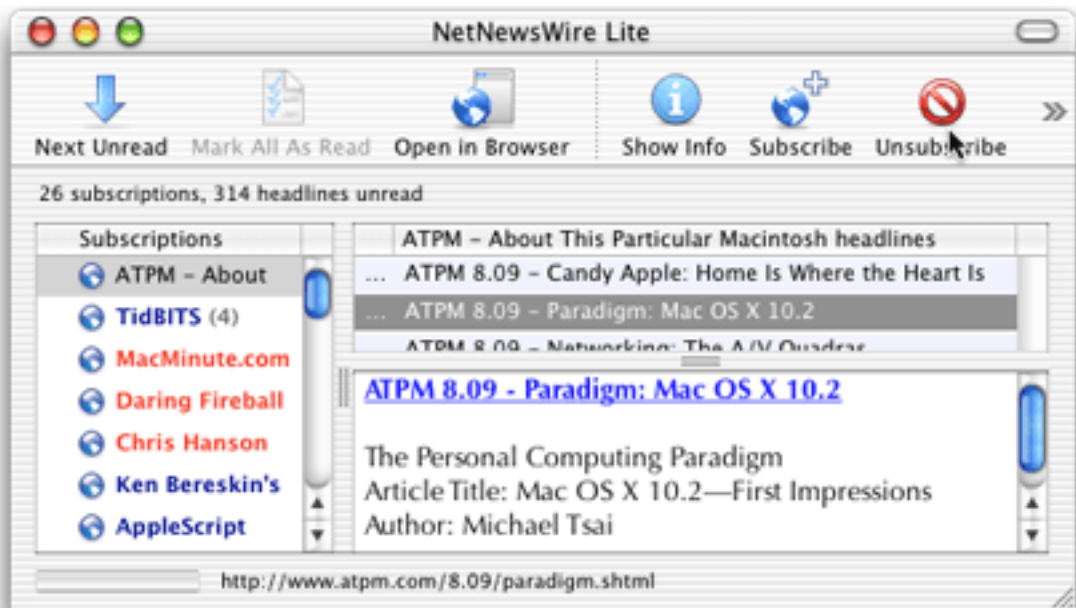
NetNewsWire comes with knowledge of hundreds of RSS feeds, including *TidBITS*, *MacMinute*, and numerous blogs. Now that RSS is finally usuable for the masses, I've created a [feed](#) for ATPM. Enjoy!

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On a Clear Day You Can See the Hollywood Sign

by Mike Shields, mshields@atpm.com

There's No "There," There

Long-time followers of my rants and raves will know that around this time I report on the various expos and conventions that I've attended during the summer. Well, I went to Showbiz Expo this year, and its size was only half that of last year. I got some really nice personal attention from the fine folks at Final Draft Inc., as I was the only one there, and they had around 20 people manning their booth. A reliable source tells me that all the real companies have started attending a rival expo called Cinegear. And this year, it was inconveniently held at the same time. I apparently attended the wrong one.

A couple of months later comes the San Diego Comic Book Convention. We had a great time. All 63,000 of us. And not a Mac in sight. They were probably all at the Digital Video Expo that took place earlier in the week, but again, I could only go to one. Well, I could've attempted to go to the DV Expo, however, that would've caused much consternation at home. So, instead of ending my missive here, I'll expand on what I wrote about last time. Stay with me, some of it may even be Mac related. (Maybe I'll change the title of my column again, who knows?)

We're Mad As Hell…

I don't have to tell you, things are bad. So starts one of the greatest monologues ever in the history of the movies. And if you haven't seen Network, go rent it from a video store near you. If there aren't any near you, as always, move. This is where I diverge from Howard Beale's rant. As today, the reasons things are bad are different. Similar, yet different.

You may remember that last time I touched on how our various rights, intellectual and otherwise, are being infringed. Of course, that was only the beginning. Rep. Howard Berman (D-CA), from the district where I grew up, has introduced legislation to make hacking peer-to-peer networks legal, if you believe your intellectual property rights have been infringed. I knew there was a reason that I moved and now I know what it is. Of

course, I'm no better off. My current representative is the chair of the committee that will eventually decide what laws get written in this area. In the name of Homeland Security no less.

What's wrong with this picture? Well, to personalize this, if I think you've obtained a copy of my screenplay *Diamond is a Girl's Best Friend* illegally, I can get a warrant to search your hard drive. That's right, your entire hard drive. By hacking. Got anything you don't want me to find? Put it on a Zip disk. Wait, I can search those, too, with another court order, courtesy of the Digital Millennium Copyright Act, or DMCA. If necessary, I can get a warrant to enter your house and have your computer, peripherals, floppies, Zips, etc. confiscated pending search. Neat, huh? Not since the fine folks at the Church of Scientology used these tactics to discredit their detractors have I seen this type of Draconian solution to a particular problem.

The cause of this dilemma is simple. First, a riddle, that I'm sure you've heard: What does the 500-pound parrot say? "Polly wanna cracker, *now!*" And, variations on this theme abound, my favorite is one I wrote in high school, over 25 years ago: What does the 500-pound student say? "I want independent study, *now!*" Another variant: What do you feed a 500-pound gorilla? Anything it wants. To understand this current battle, think of digital content providers (read: major studios and recording companies) as a combination of the 500-pound gorilla, and the 500-pound parrot. "We want copyright protection, *now!*" is their battle cry. And Congress is trying to give them what they want. That's where the aforementioned bill comes from, and another one courtesy of Senator Fritz Hollings (D-SC) that I mentioned last time. Of course, he's no longer supporting his own bill.

On the other side is, well, everyone else. Including the vastly huge and ever resourceful technology sector. Technology is a 600-billion-dollar industry and Hollywood is a 35-billion-dollar industry. So, why then does Hollywood get to dictate technology policy? An interview with Verizon VP & Associate General Council Sarah Deutsch explains this. Allow me to expand and expound. Although I said it last time, it bears repeating. The people taking sides are, taking sides. An amazing quote buried deep within tells about AOL Time Warner's unique position of being on both sides of the argument, as they are both a content owner and service provider. What this means is that if there's a violation, they can sue themselves. And then counter sue themselves, if necessary. And if they win, or lose, they can always appeal. All the way up to the Supreme Court. Of course, someone's

already done this, in relation to the Sonny Bono Copyright Protection Act, signed in 1998. It's being challenged in the case Eldred v. Ashcroft. More on this can be found at the LA Times (registration required).

If this sounds ridiculous, well, it is. At the heart of the problem, is the proposed solution. A digital broadcast flag would be embedded in all transmissions of digital media. Receivers, such as your computer or television set, would have a device to decode the broadcast flag, and allow you to receive the broadcast. Guess what? All your current equipment has now suddenly been rendered obsolete. And this won't stop analog recording, in any case. That's right, I can still use my current VCR to tape your digital recording. Now, there might be a problem if in the future, I wish to watch the tape I've just made, on a digital TV with broadcast flag detection. The technological term for this is Digital Rights Management, or DRM. Companies such as Intel or Apple, call this constraining to technological innovation and consumer choice. Legal experts wonder whether current copyright law, which allows Fair Use, can survive DRM technology. The EFF has sent a letter opposing the broadcast flag back in June. In case you don't want to check the link out, the relevant point is that consumers (that's us) have been left out of the loop, as it were. And, according to Edward Felten the term broadcast flag, which sounds harmless, actually isn't. It's also misleading. And so is the term "piracy." We should actually be using the word "infringement."

Right about now, you should be shouting, "I'm as mad as hell and I'm not going to take it anymore!" As Howard Beale did, I'd encourage you to go to your window, throw it open, stick your head out and yell, "I'm as mad as hell and I'm not going to take it anymore!" However, since you're reading this on the Net, and not all of you are reading it at the same time, it won't have quite the same effect as it did when it went out over live broadcast in the movie. A better idea might be to write your congressman. Better yet, write mine. And tell her, you're as mad as hell, and you're not going to take it anymore!

72 and sunny in Redondo Beach.

E you next time.

The Cloning of a Mac

I know you. With you at the helm, your Mac is a spreadsheet calculating, MP3 playing, report writing powerhouse. You have tweaked and massaged OS X to the point that everything is arranged exactly where it needs to be to make you more productive than you have ever been in your life. You are about to settle down for a well-deserved rest but you cannot shake the feeling that something might go wrong. As you drift off into a fitful sleep, one nightmare image stays in your mind: Even with your broadband Internet connection, it would take hours of downloading, installing, and tweaking to get everything the way it is right now. Wouldn't it be wonderful if you had a clone of your little silicon buddy?

In the days before OS X you could use a bootable CD along with drag and drop copying to make a bootable copy (clone) of your system with relative ease. In an emergency you could restart from the backup copy and be back to work in no time. Well, the bad news that is under OS X it's not quite that simple. The good news is that with the right information and the right tools it is entirely within the realm of possibility for even a novice user. If you don't care how this works, go directly to the Let the Experiment Begin section. For the terminally curious reader, let's take a look at the Mad Scientists' Notebook.

Mad Scientists' Notebook

If you simply copy your OS X setup to another drive you will not get a bootable copy of the system. OS X is a Macintosh-Darwin hybrid that presents some interesting challenges when you are attempting to copy system files. Creating a bootable copy of OS X requires tools and procedures that are aware of its unique file structure. Bootable copies of OS X must meet the following criteria:

- A file's data fork must be reproduced accurately. The data fork is in many ways the main core of the program. Without this information programs won't function correctly.

- A file's resource fork must also be reproduced accurately. The resource fork contains such things as program sounds and dialog box text. Both data and resource forks have been integral parts of previous versions of the Mac OS.

- Symbolic links are an important part of OS X and must be preserved. These files are an integral part of OS X's Darwin underpinnings.

- Invisible system files must also be reproduced accurately and in the right locations if your copy of OS X is to work properly. Many, but not all, of the invisible files created are needed to make a bootable OS copy.

I am sure that many authors have discussed these issues in-depth. If you are interested in this level of information there are several excellent OS X books available. Now that we have completed a peek at the mad scientists' notes…

Let the Experiment Begin

In order to successfully complete this experiment you will need an administrator password and the right tools:

- A disk utility that can check directory structures, such as Apple's Disk Utility.

- Carbon Copy Clone by Mike Bombich. If you are running OS 10.1.x, download version 1.3.1. If you have already upgraded to Jaguar, download version 1.4. The programs perform the same functions but version 1.4 has been optimized for 10.2 and accounts for some differences between the two versions of the OS.

- A device to hold files once they have been cloned. In order to make the best use of this tip, use a device that can be bootable.

Now that you have gathered the appropriate tools, let's begin the big experiment:

- I usually begin this process by backing up my data just in case something goes horribly wrong. If your data is stored on the drive or partition you are going to clone, then Carbon Copy Cloner will copy your data as part of the cloning process. Even if your data is housed on a different drive or partition, Carbon Copy Cloner can copy

the data. Simply run the program twice. The first time clone your data drive by choosing it as the source disk, and the second time clone the system files by choosing a boot disk or partition as the source disk.

Although Carbon Copy Cloner is an effective tool for doing basic data backups, I choose to use a dedicated backup program. Since my data is housed on a separate partition from my system files, using a dedicated backup program affords me the luxury of performing incremental data backups. If you use this method, check out Tri-BACKUP 3, Retrospect, or Synchronize Pro X.

- Download Carbon Copy Cloner version 1.3.1 or version 1.4 (see above) and install the software. Both versions of the software have a simple installation process. Decompress the image file and copy the resulting folder to your hard drive. Do take time to examine the documentation. It contains some well-written information that gives a clear, concise, description of the cloning process. If you are a bit more adventurous than I am, the program's author also describes how the cloning process can be completed from a command line interface using tools that are built into OS X. I chose this method because it seems to be as close to bulletproof as this process is likely to get.

- Run the disk utility and check both the source drive and the target drives for errors. This is also a good time to make sure that the target device has enough free space to hold the files created by Carbon Copy Cloner. If, for example, you want to clone 10 GB of information, then your target drive must have at least that much free space available. It's probably a good idea to have a little extra free space just for good measure. If, for example, the source drive and target drive have different block sizes then I suspect that the size of the cloned file would be different from the size of the original files. The configuration of my current system does not permit me to adequately test this issue. If there is not enough free space available, Carbon Copy Cloner will partially complete the cloning process but stop with an error.

- When the program opens, choose your source and target disks from the popup menus. If necessary check the following boxes: Unlock Files On Source, Recreate Darwin Links and Bless System Folder. If these options are not checked the resulting clone will not be bootable. The figure below shows an example of a completed dialog box. The screenshot comes from version 1.3.1. The screens are identical in 1.4, with the exception that version 1.4 shows the name of your startup disk rather than

the generic name "Startup Disk," and in version 1.4 you do not need to choose Unlock Files On Source. In this example "Charlie" is the name of the drive I will use to hold the cloned system.
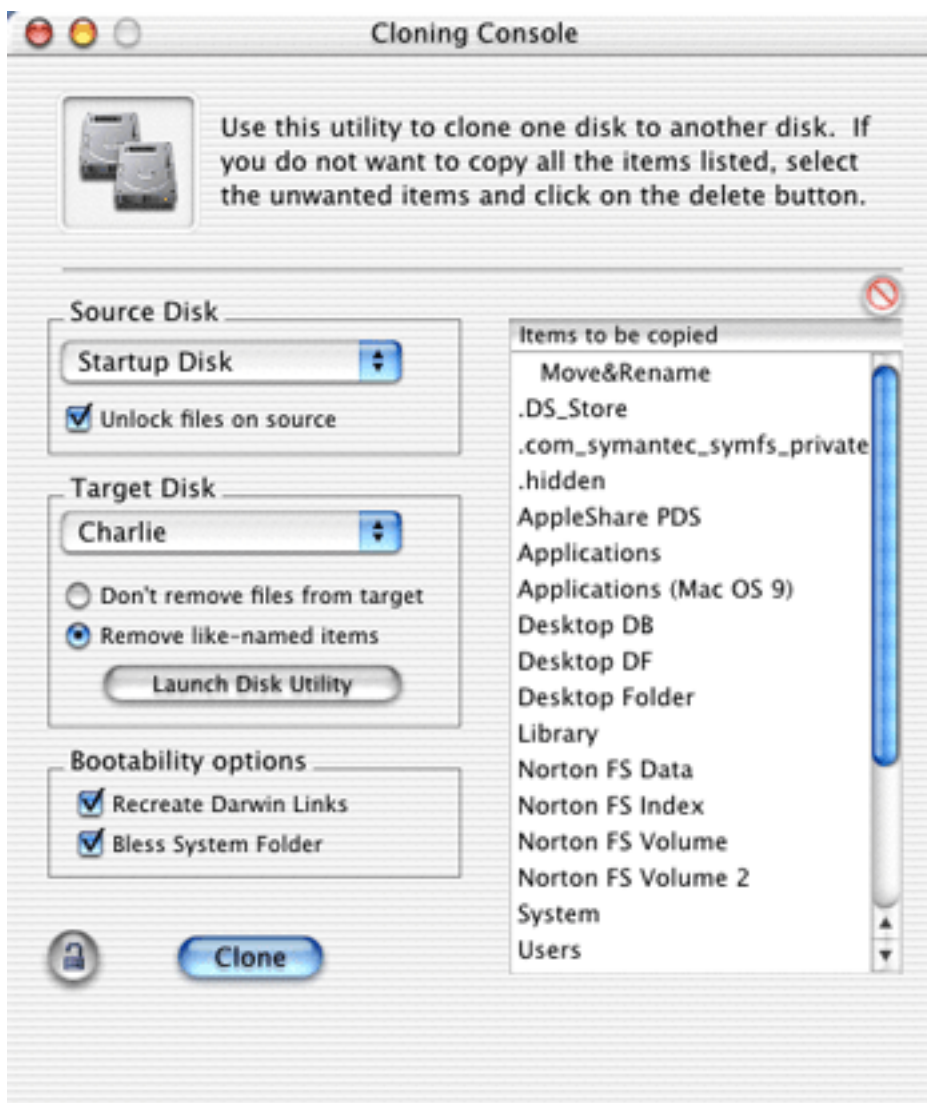
Click on the padlock and enter your administrator password. Complete the process by clicking Clone. After a few moments a progress bar should appear and begin to update. Be patient; this process can take some time depending upon the amount of data to be

cloned and the speed of your system. My 2.5 GB installation took about 25 minutes on an iBook SE from the time I clicked Clone to the time the process finished. When the process is finished you should have a bootable copy of your OS and all its tweaks.

Now that the experiment is over, go to the Startup Disk pane of System Preferences and set the startup disk to your newly cloned drive. Restart the system as a test to see if everything is as it should be.

As a closing note, there are other programs that claim to be able to perform this function. I have seen reports online in the last few weeks indicating that Retrospect, Tri-BACKUP, and Synchronize X can also perform this task. As of this date I have not tried any of these programs. I'll keep you posted.

Apple Expo Paris 2002

European Apple fans have been eagerly awaiting this year's Apple Expo. As last year's event was cancelled, and most could not really warrant the cost of travelling to America, this year's Expo was the first major Apple-related date for Europeans in two years. There were of course a lot of product releases and newsworthy events at the Expo this year but attempting to document them all would be nigh on impossible, so I will now try to present my own personal highlights.

Developing for the Macintosh has never been an easy undertaking; with the advent of OS X life has been made easier for developers but there is still room for improvement. Several products caught my eye, however. The infamous and long-running CodeWarrior is now in its eighth incarnation (since the the product went cross-platform), with improved support for OS X and new APIs/libraries. On the whole the program has changed very little, but for hard-core Mac developers CodeWarrior is the only solution.

For all you database developers out there OpenBase has released OpenBase SQL, which is compatible with projects created in WebObjects, REALbasic, 4D, and Omnis. It also includes support for Java, ODBC, multithreading, and for clients on a variety of platforms. Perhaps the most impressive new product in the developer field was Revolution, which is compatible with Mac, Windows, and Linux platforms and offers a simple and unique method of cross-platform development. Revolution is a visual event-driven development environment similar to REALbasic and Visual Basic; you drag items onto your interface and assign events and properties to them. It may appear only capable of basic applications, but for the sheer number of features available as well as ease of use it can't be beaten.

On the multimedia front, Ezedia announced the release of several innovative products. First, two plug-ins for iMovie 2: eZeMatte and eZeScreen, which incorporate masking and layering of other movie clips. EzediaMX 3 is the company's attempt to compete with Macromedia's Flash format. It cannot yet beat Flash's specifications, but for a different look to interactive movies it's ideal.

Two impressive utilities at the Expo were Data Rescue X and Move2Mac. Data Rescue X claims to be not only compatible with and able to recover OS X volumes, but is also allegedly capable of recovering 95% of files including system hierarchy and media files. Made famous by Apple's switchers campaign, Move2Mac is truly an exceptional product. Its clear interface and careful programming effortlessly transfer preferences and data from any PC (Win 95 or above) to a Mac (OS X 10.2 only), making switching easy and not switching inexcusable.

One of the slowest transitions to Mac OS X has been in the world of music applications, mainly due to the complete reworking necessary for compatibility with OS X's superior Core Audio. At last, Steinberg have released Cubase SX/SL which not only offers OS X support but also added features such as the new project page, loop editor, real-time MIDI plug-ins, new automation modes, virtual instruments, effects, and the ability to use networked machines to share processing power. Cubase SL is a stripped down, less powerful version of SX offering fewer features.

Apple was naturally also out in force at the Expo, with a frankly ridiculously sized stand and stage. On show were iCal and iSync (still in beta), Rendezvous, Bluetooth and most existing recent Apple products. Apple chose this Expo to controversially announce that new Macs bought from January 2003 will no longer be able to boot into OS 9, running old programs in Classic only.

Language barriers aside, and with big thumbs up to Apple's vast advertising campaign—which gave the impression they were sponsoring the city—this year's Expo was encouraging and innovative, effectively demonstrating that it's not always the big boys who produce the best software and hardware.

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Cortland — by Matt Johnson

YOU KNOW BUSINESS IS REALLY SLOW WHEN...

THE WHOLE OFFICE GATHERS AROUND YOUR MONITOR TO ENJOY HALF AN HOUR OF "ADOBE TRANSIENT WITTICISMS."

Bora Bora

This month's desktop pictures, submitted by an ATPM reader, were taken on a vacation to Bora Bora and Moorea, two islands in French Polynesia. They look like a bit more fun than Tropico to us!

Previous Months' Desktop Pictures

Pictures from previous months are listed in the desktop pictures archives.

Downloading all the Pictures at Once

iCab and Interarchy (formerly Anarchie) can download an entire set of desktop pictures at once. In iCab, use the Download command to download "Get all files in same path." In Interarchy, use HTTP Mirror feature.

Contributing Your Own Desktop Pictures

If you have a picture, whether a small series or just one fabulous or funny shot, feel free to send it to editor@atpm.com and we'll consider publishing it in next month's issue. Have a regular print but no scanner? Don't worry. E-mail us, and we tell you where to send it so we can scan it for you. Note that we cannot return the original print, so send us a copy.

Placing Desktop Pictures

Mac OS X 10.1.x and 10.2.x

Choose "System Preferences…" from the Apple menu and click the Desktop button. With the popup menu, select the desktop pictures folder you want to use.

You can also use the pictures with Mac OS X's built-in screen saver. Choose "System Preferences…" from the Apple menu. Click the Screen Saver (10.1.x) or Screen Effects (10.2.x) button. Then click on Custom Slide Show in the list of screen savers. If you put the ATPM pictures in your Pictures folder, you're all set. Otherwise, click Configure to tell the screen saver which pictures to use.

Mac OS X 10.0.x

Switch to the Finder. Choose "Preferences…" from the "Finder" menu. Click on the "Select Picture…" button on the right. In the Open Panel, select the desktop picture you want to use. The panel defaults to your "~/Library/Desktop Pictures" folder. Close the "Finder Preferences" window when you are done.

Mac OS 8.5–9.x

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.

Once 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 it starts up.

DeskPicture

An alternative to Mac OS's Appearance control panel is Pierce Software's DeskPicture, reviewed in issue 5.10 and available for download.

Review: Avalanche 1.0.1

by Brooke Smith, bsmith@atpm.com

Developer: Dracosoft
Price: $9.99
Requirements: Mac OS 8.6 or Mac OS X
Recommended: G4 processor, Mac OS 9 or Mac OS X
Trial: Feature-limited (limited hours of play)

Avalanche is one of the most addictive games I have ever played. The concept of the game will be familiar to those who have played Space Invaders. In Space Invaders, the object is to keep the aliens at bay by shooting them as they menacingly drop down toward the bottom of the screen. In Avalanche, it's like Space Invaders turned on its side. Keep the Avalanche from sliding to the right side by clicking on a group of three or more ice-capped blocks of the same color or by blowing up the blocks with bombs. However, as you progress, the Avalanche creeps faster and faster to the right.

How To Play

Click on three or more blocks of the same color to eliminate the constantly moving avalanche. When the blocks touch the right side of the screen, the game is over.

The larger the numbers on the blocks you eliminate, the more points you get. And, you can get extra points when you eliminate blocks near a number block. For example, the "x2" block, will double the score or the "+25" will add 25 points.

Use the bombs to eliminate all the blocks of one color. For example, a yellow bomb will eliminate all the yellow blocks on the screen. A black bomb will eliminate all the surrounding blocks no matter what the color, but it also eliminates the bonus number blocks, so be careful.

Of course as you progress to higher levels, the Avalanche moves faster and faster. This makes the game very challenging (you'll really get to work on that hand-eye coordination) and addictive.

Keep your eye on the avalanche! It gains speed very quickly.

The Interface

The Avalanche interface is clean and uncluttered. The screen opens with the High Scores so you can see who's ahead and what score you have to beat. Options are built right into the interface in the lower left-hand corner (no pull-down menus). Everything you might need is right on the screen. Click on New Game to start a game; it becomes the Pause option when the game is in play. The How to Play option has no lengthy instructions, just one page of rules. There is also a Settings option where you can choose your starting level

of 1, 4 or 7, turn the sound on or off, or turn the full screen on or off. It's so simple! Graphics are clean and cool: the snow-capped blocks look like cupcakes with icing sugar. Nothing beats cool-looking graphics.

Overall Impressions

Avalanche is certainly an addictive game. I played it for hours (I got to level 11 and my highest score was 247,344) and am still trying to beat my high score. It's a great game and lots of fun. I would highly recommend paying the shareware fee. You certainly won't be disappointed.

Review: Building Cocoa Applications: A Step-by-Step Guide (book)

by Eric Blair, eblair@atpm.com

Developer: Simson Garfinkel & Michael K. Mahoney, O'Reilly and Associates
Price: $44.95
Requirements: Mac OS X 10.1, Mac OS X Developer Tools
Trial: Chapter 5 and Code Samples.

Over the past few years, I've seen a variety of programming languages and development environments. Some are languages that are basically used for teaching students, like BASIC and Pascal. Others are the languages commonly used in commercial development, like C and C++. Finally, there have been new languages that were designed to be the next great thing, such as Java or C#.

The Objective C language existed prior to the release of Mac OS X, but it was not widely used. Most schools didn't include the language in their curriculum. Companies developing for OS 9 or Windows didn't use the language. Personally, I had never even heard about the language before Apple started publicizing it. With the introduction of OS X however, Apple made Objective C one of its featured languages. A programming language is, of

course, useless if it can't connect to the operating system: Apple provides that connection through the Cocoa Application Programming Interface (API). Objective-C is, in fact, the native language of Cocoa.

Of the languages and environments I've worked with, Cocoa is both one of the most enjoyable and easiest to use. One of the reasons for this is that everything Cocoa-related is unlike anything I've used before. That said, I needed some help jumping into the world of Cocoa programming. One of the places I turned for help was *Building Cocoa Applications*, by Simon Garfinkel and Michael Mahoney.

Starting From Scratch

Building Cocoa Applications is split into four sections, each of which covers a different aspect of Cocoa development. The first section eases you both into the world of Cocoa and into Mac OS X in general. It explains the basics of the Mac interface, as well as some of Apple's development tools and some basic OS X utilities.

There are two ways to approach this section. One way is as a Mac user (or developer) looking to learn Cocoa. If you fit into that category, you will probably want to skip the section introducing the OS X interface. It's extremely basic and doesn't introduce anything of great depth. For a Mac user, the most enlightening part might be the section that gives the official names for some of the Aqua UI widgets (for instance, the difference between a popup menu and a pull-down menu). Furthermore, if you've been using OS X for a while or are comfortable with Unix tools, you can probably skip the section on the bundled utilities, since you've likely seen them already.

You will, however, want to read the section on the development tools. Although there will be plenty of time through the course of the book to become familiar with many of them, ObjectAlloc is looked at only in this section. It's a useful tool to be familiar with, so you should check it out.

The other way to approach this section would be as a developer coming to the Mac from another platform. In that case, read this section. You will at least learn the basics of the Mac interface, which will be of immense value when you release your product, as the majority of Mac users have very little patience for applications that don't adhere to Apple's Human Interface (HI) guidelines.

As for the other portions of this section, use your discretion. Depending on your background, you may only need to read portions of the developer tools and utilities sections.

A Bit Beyond "Hello, World"

Once your toes are in the water, Garfinkel and Mahoney take you deeper into the world of Cocoa with a pair of applications. The book's second section introduces the basic Cocoa application, in the form of a calculator. Here, you learn about designing a user interface with Interface Builder, writing the Objective C code to interact with the interface, and the idea of the controller.

One of the nice things about the Calculator example is that it's not just a calculator, it a fully functional calculator application. Along with being able to tell you that 2 + 2 = 4, it also has things like an icon and an About Calculator window. This is A Good Thing because the calculator acts as a real Macintosh application and, as I mentioned earlier, Mac users tend not to support products that act otherwise.

After completing the basic calculator application, *Building Cocoa Applications* covers document-based Cocoa applications in the third section. In this case, the MathPaper application builds on the idea of the calculator in the previous section. Instead of pressing buttons to generate answers, though, MathPaper lets you type in the formula and returns the answer when you press return.

One of the things I like about the MathPaper project is that it combines Cocoa and the Macintosh interface with the Unix roots on which OS X is built. In MathPaper, you actually create two different programs—a command-line program that does the actual arithmetic, and a Cocoa program that communicates with the command line program so users can work with a graphical program instead of the Terminal. Along with demonstrating inter-process communication, this approach lets you use different tools for the two portions of MathPaper. Also, it lets you test the function evaluator separately from the user interface, which could come in handy for trying to figure out where bugs are happening.

I do have a complaint about this section, though. In the course of writing the user interface, Garfinkel and Mahoney have the reader build a class for displaying text using Rich Text Format (RTF). However, Cocoa includes its own classes for creating and outputting formatted text, and these classes are probably more robust and better tested

than anything an amateur developer could put together. The main point of an API like Cocoa is to make life simpler for the programmer by implementing functionality like this. There might be some people who want to learn the guts of RTF, but most of the people reading *Building Cocoa Applications* want to learn Cocoa.

Beyond the Basics

Once you make it into the fourth section of *Building Cocoa Applications*, the topics start coming thick and fast. In the book's final section, you learn how to build a multi-threaded application that stores preferences, reacts to mouse events, supports both copy and paste, and acts as a Service for other applications. This approach builds on the MathPaper project and a slightly modified version of the Evaluator program to determine the solutions of single-variable functions. Then, instead of displaying the solution as text, GraphPaper draws the graph on screen.

By the time you complete this section, you end up with a very well-rounded application. It supports most of the features users expect in a Macintosh application. However, it feels like the aforementioned topics come so rapidly because the authors' deadline was fast approaching. The Close command is removed from the File menu, but we are never instructed to disable the close widget in the title bar. The code for reverting the color preferences doesn't work. Missing a widget is one thing, but including code that doesn't work is something else. The authors should have done a better job of testing to make sure things like this didn't happen.

Closing Thoughts

From the standpoint of wanting to learn Cocoa, *Building Cocoa Applications* does a decent job. It introduces you to many features of the Cocoa environment and gives you a good push towards learning the rest on your own by pointing you towards other available resources. Along with the issues I've mentioned above, though, there are a few things I'm not crazy about.

First, every chapter ends with a series of exercises. Some of these are programming questions such as, "implement this feature." Others are theoretical questions like, "explain why approach a is better than approach b." Although these exercises are good ways to push the reader off to work on their own, it would be nice if some answers or discussion were available, either in an appendix or on the book's Web page.

It's not so much the programming exercises that concern me, but the implementation issues. Novice developers might not know enough to answer these questions and it would be useful to see the thoughts of professional developers. Basically, some of the questions seem like something out of a class textbook, but at least when you're taking a class, you can talk to the professor or the teaching assistants. That's not really the case here.

Second, there are about 20 pages of corrections on the book's Web site. Some of these are typos or semantic corrections, but others are corrections to code which otherwise won't compile as it's written. Again, I don't think there's any excuse for this. If you're including code in a book, write the code in the IDE and check its syntax. If it's correct, copy and paste it down into the manuscript.

Third, many Cocoa developers originally developed for the NeXT operating system before Apple acquired the company. At times, you can tell that these people are Cocoa developers, but they aren't Mac developers. I noticed this a few times throughout the book. First, there was the authors' tendency to push command-line applications like *emacs* and *gdb* over their graphical counterparts. I've used a variety of the command line-tools and they do work well. However, Apple's graphical tools were designed largely with Cocoa in mind and they integrate with the environment extremely well.

In addition to this, the authors wanted to prepend the name of the MathPaper application to the document name displayed in the title bar of each MathPaper document. Personally, I can't remember the last time I saw this on a Macintosh document-based application. I know this practice is used in Windows, but I can't be sure if it was used in the old NeXT operating system.

Finally, and this is not the authors' fault, *Building Cocoa Applications* is already a bit out of date. Garfinkel and Mahoney wrote the book when OS X 10.1 was the current version of OS X. Now that Apple is shipping version 10.2 (10.2.1 at press time), certain aspects of both Cocoa and the user interface have changed. I didn't come across any code that specifically would not work with 10.2, but the book obviously doesn't include anything Apple added for 10.2.

The portions of the book that are most in need of updating are the parts dealing with the user interface. You might have to dig a bit to find options in Project Builder that were moved since the book was published. Also, with the changes to the Finder and many of

the Aqua widgets, the first portion of section 1 should be re-written. There hasn't been any announcement about a second edition of this title, but I wouldn't be surprised to see one at some point.

Fortunately, O'Reilly & Associates lets you register your book and typically buy subsequent editions at a discount. If you want to learn Cocoa and are interested in this book, you shouldn't let the differences between 10.1 and 10.2 scare you off from buying it.

Building Cocoa Applications gives you a solid introduction to developing software with Cocoa. It's a little rough at certain points, but it also goes beyond the basics of some other tutorials by showing you how to interface with Unix tools. If you make it through *Building Cocoa Applications*, you won't be a Cocoa expert, but you will be well on your way to becoming one.

Review: Hogwasher 3.1

by Gregory Tetrault, gtetrault@atpm.com

Developer: Asar Corporation
Price: $49
Requirements: System 7.5, not Mac OS X–native.
Recommended: Latest version of Open Transport compatible with your operating system.
Trial: Fully-featured (60 days)

Overview

Hogwasher is an Internet news reader with many powerful features including article filtering, scheduled connections, tree diagrams of threads, batch binary posting, automatic binary decoding (including multi-part items), full e-mail support, and the ability to set up multiple accounts.

Installation and Setup

After expanding the ".bin" downloaded file, you can place the Hogwasher folder wherever you wish.

Hogwasher Installed Files

The first time you launch Hogwasher, a Setup Assistant window appears.

Setup Assistant walks you through the setting up of news and e-mail accounts. By default, Hogwasher uses your Internet Config settings. You can change that by deselecting the appropriate checkboxes. To complete the setup you will need to know the names of your news and e-mail servers and any related passwords.

Setting up Your News Account

To access newgroups, you first need to acquire a listing of them. You do this by selecting "Retrieve Group List" from the News menu.

Hogwasher News
Menu

This will take a few minutes. The next task is to "subscribe" to newgroups of interest. The easiest way to do this is to go to the Window menu and select both News (Command-Shift-N) and Group List (Command-Shift-G).
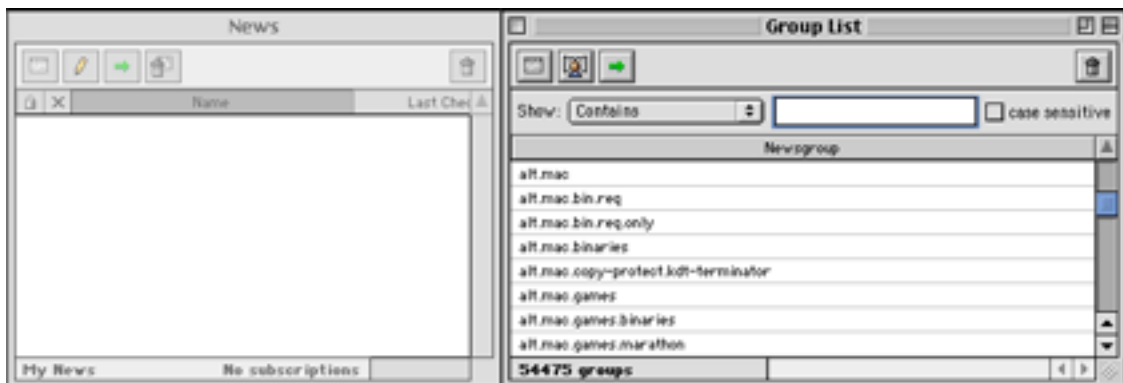
Empty News Window and Group List Window

You then select newgroups from the Group List window and drag them into the News window or click on the Subscribe button in the upper left corner of the Group List. Hogwasher lets you filter the long Group List by using the "Show:" pop-up menu and entering text into the adjacent box. To select groups related to Macintosh computers, you could choose "contains" from the pop-up menu and type "mac" into the text box. A useful feature is the ability to remove unwanted newgroups from the Group List window. You can select those groups and click on the Delete button (the trash can icon) to remove them.
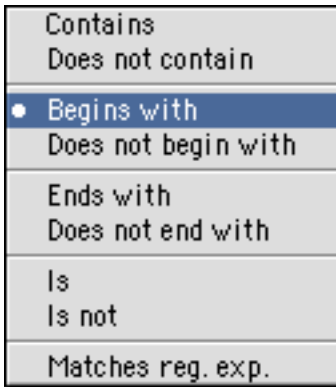
Popup Menu for Filtering
Newsgroup List

If you access numerous related newsgroups, you can create a Subscription that includes as many newgroups as you wish. You do this by selecting New Subscription from the News menu and using the Add button (the plus icon) to add groups. You can use the same group list filter tools to narrow the choices. You can select multiple groups by Command-clicking individual newgroup names.
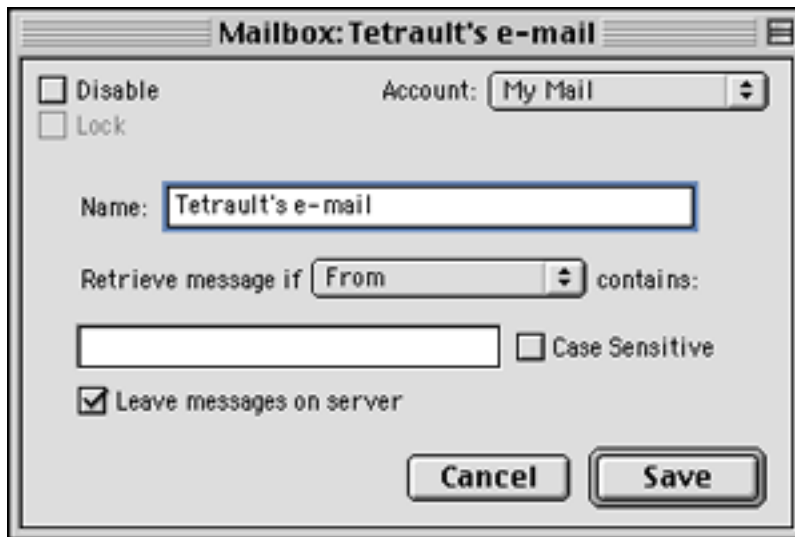

Subscription Window for Accessing Multiple Newsgroups
Simultaneously

To set up an e-mail account, open the Mail window, then select "New Mailbox" from the News menu.
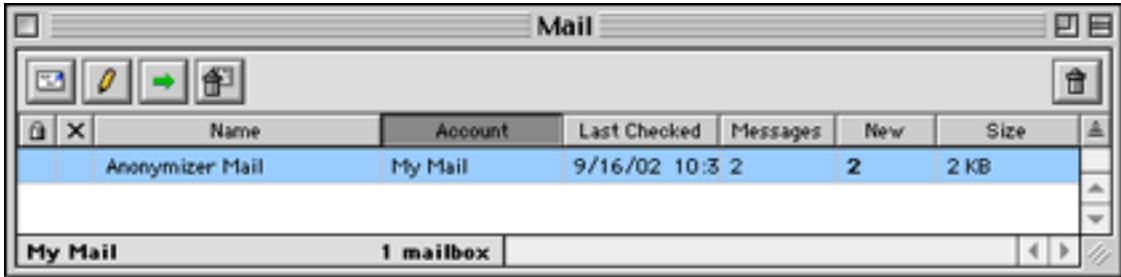
Mail Accounts Window

Create a name for your mailbox and add a filter, if desired. You can create as many mailboxes as you need.

Window for Setting Up a Mailbox Account

Using Hogwasher

Once you have set up your accounts, you activate Hogwasher by clicking on the Connect button (the green arrow icon). The Connect window lets you select which news accounts you wish to access and whether you wish to receive or send mail. Press the Connect button after making your selections.

Connect Window with Options for News and Mail Accounts

After connecting to a news server, the News window will display information on your subscribed groups.

News Window with Header Information and Connection Options

By clicking in the "x" column, you can choose which newgroups you will access. An "x" means that you will not connect. When you have connected and downloaded article headers, a newsgroup messages window appears. You can sort the messages by clicking on a column header (Author, Subject, Date, Lines, etc.). The triangle button to the right indicates the direction of the sort (ascending or descending). You can apply custom filters to newgroups to avoid displaying messages that do not meet your criteria. The use of filters is not intuitive, and you will need to read the information in the manual thoroughly to make use of them.


Newsgroup Headers with Exploded Threads

You can select articles by clicking or clicking and dragging. Toolbar buttons act on selected articles. The download button (the pink and white x) is most important. It marks articles for downloading. The Images button to the right will display reduced size previews of any image files in the selected articles. Hogwasher can display numerous image formats,

including JPEG. It automatically assembles multipart images (including yEnc files) and movies. After you have downloaded newgroup articles, you read them in the Article window.
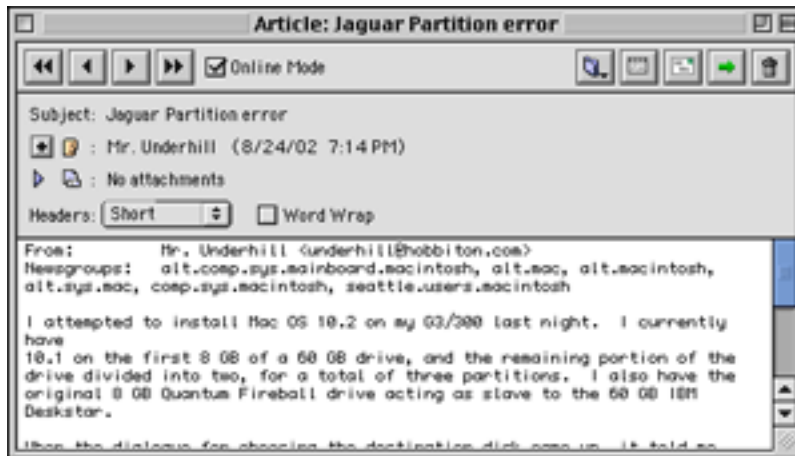
Newsgroup Article Window with Attachment List

This window has navigation buttons in the upper left (for moving through the downloaded articles) and action buttons to the right. These buttons are Archive (the folder icon), Followup (for setting up follow up actions), Reply, Forward (for forwarding an article to a newgroup or e-mail recipient), and Delete. Depending on your Preferences settings, you may also see a Thread tree window. You can toggle this window by typing Command-T or by selecting Show/Hide Thread Tree in the Article menu. Symbols to the left of article names indicate status such as awaiting download (pink square with white x), downloaded but not read (the symbol looks like two tiny overlapping documents), and read (a green checkmark to the left of the downloaded symbol).
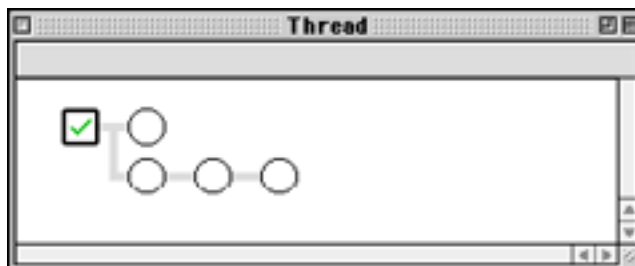
Thread Tree Window

If the article includes attachments, you can view them by clicking the blue triangle button to the left of the attachment name. This displays a list of attachments and three new buttons: Save (to a folder designated in your Preferences settings), Save As, and Delete. You can select one or more attachments before clicking any of those buttons. If an attachment is an image file, double-clicking its name pops up the Image Viewer. The Image View window is resizable, and the image magnification varies with window size. Navigation buttons in the upper left let you move among downloaded images. Note: You will skip over articles with images that you did not download. The buttons to the right are Archive (folder icon), Save, Save As, and Delete.
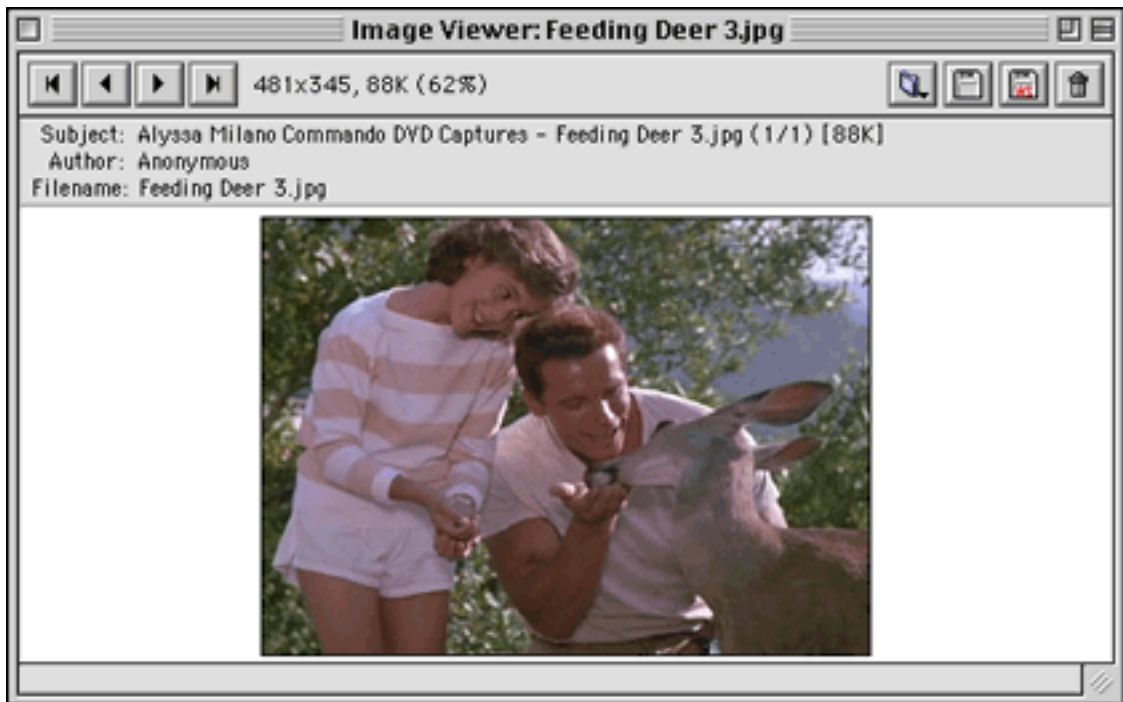

Image Viewer Window

Hogwasher lets you set up any number of identities for posting and replying to newsgroups. You can also set up signatures for your identities. Both features are accessed via the Setup menu. (You need to set up signatures first so they will appear as popup choices in the Identities window.)

You can post to newgroups by selecting New Newsgroup Post from the Article menu or by clicking the Reply button or selecting Reply from the Article menu while viewing a newsgroup message. When replying, Hogwasher automatically quotes the original message and sets up your reply with your default identity and its affiliated signature. Hogwasher posts newsgroup attachments intelligently. For example, if you wish to upload ten related images, you can add all of them to one message. Hogwasher will post each one separately with the same text comment. Because Hogwasher also functions as an e-mail application, you can reply to an individual newsgroup poster by e-mail, if the poster provides a valid e-mail address.
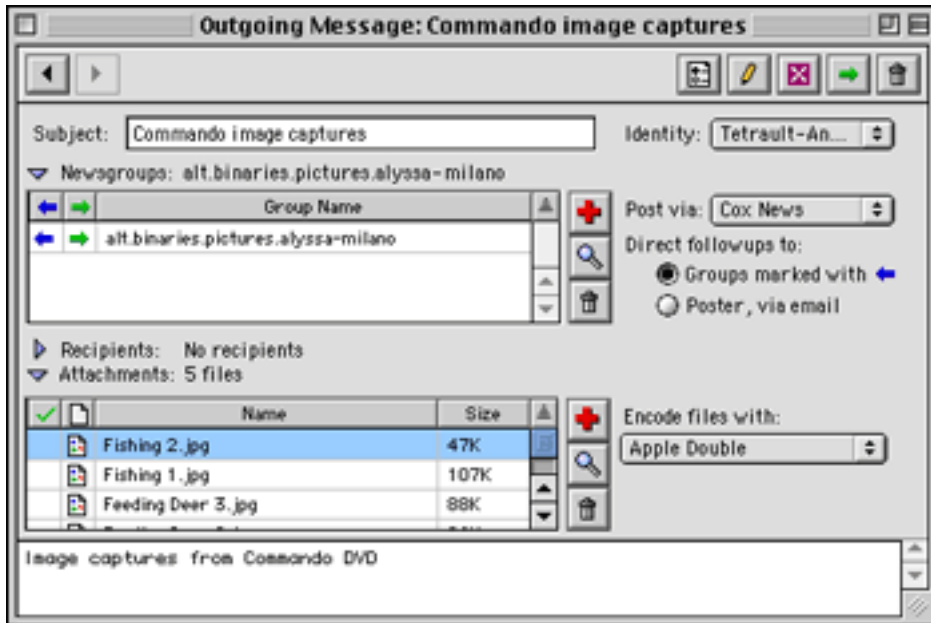

Outgoing Newsgroup Message Window

I spent little time evaluating Hogwasher's e-mail capabilities, since its predominant use is with Usenet newsgroups. Hogwasher's Mail window lists your different e-mail accounts. Double-clicking an account brings up a window listing that mailbox's messages.
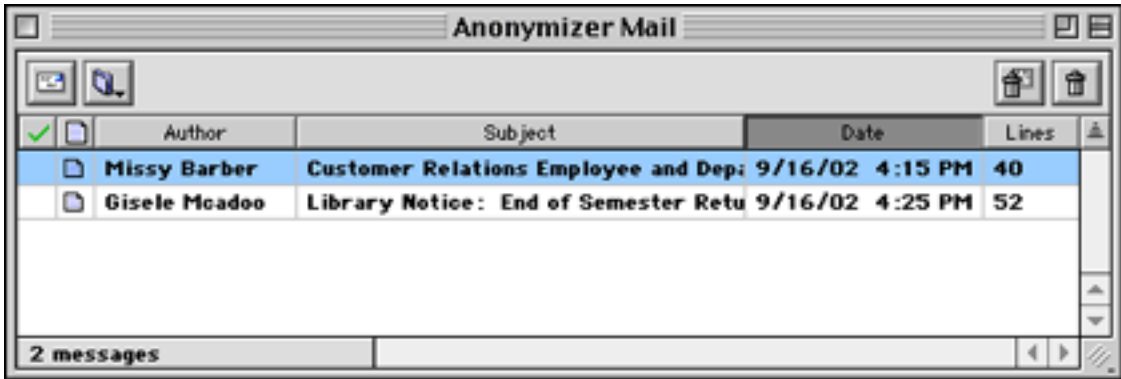
Window Displaying Messages for a Mail Account

You can sort messages by Author, Subject, Date, or Lines by clicking the respective column. Downloaded but unread messages are missing a green checkmark and have bold text. Double-clicking a message brings up a window similar to the one used for viewing newsgroup postings.
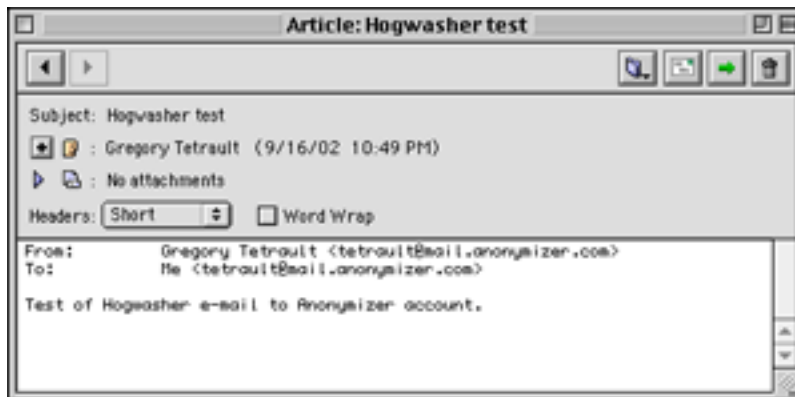
Window for Reading Mail Messages

This window offers the usual options: Archive, Reply, Forward, and Delete. Hogwasher also features an address book. The Add to Address Book button lies to the left of the "From:" text. You can enter addresses and groups directly into the address book by

clicking on the Contact or Group buttons. Addresses can be sorted alphabetically by Name, Description, or Address. Hogwasher does not offer complex filters for sorting e-mail or eliminating spam. You can use e-mail filters to direct e-mail messages into specific archive files (see below).
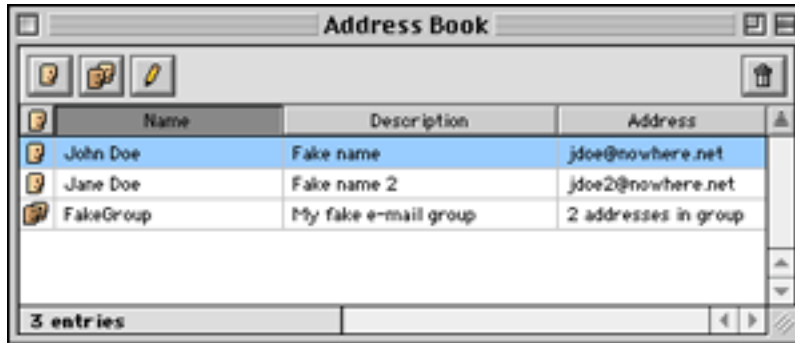
Address Book

Hogwasher allows you to create archive files for newsgroups and e-mails. Hogwasher automatically sets up a "Sent Articles" archive. This saves your e-mail and newsgroup posts. You can set up as many archives as you wish to store received e-mail messages and newsgroup posts. The stored files include attachments you sent or received. You create new archives using the "New Archive…" File menu choice. Archive windows are opened using the File>Open Archive>Archive Name submenus. This window features two unique buttons: Cancel (the stop sign with hand) and Supersede (the two documents with red down arrow). These buttons act on one or more selected items in your list. Cancel

removes the existing article and its attachments from the newsgroup server. Supersede allows you to replace an existing article on the news server with a new one. Your original post still stays in the Sent Articles Archive.
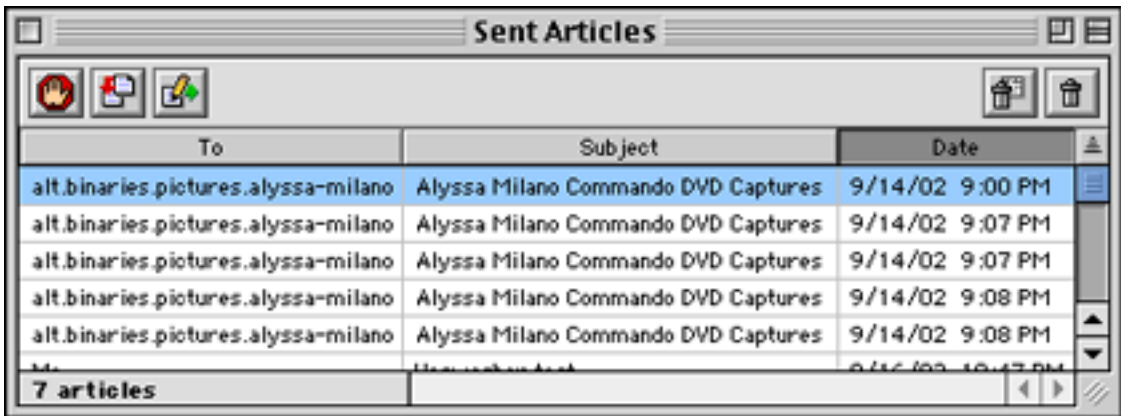
Archive Window Listing Articles Sent to Newsgroups or Persons

Problems, Bugs, and Omissions

I sometimes encountered problems when I adjusted the width of columns in the newsgroup messages window. This led to full system crashes on more than one occasion.

You cannot sort articles in a multi-newsgroup subscription by newsgroup.

Documentation

The application comes with an 81-page (8.5" x 11") PDF manual. The manual includes an introduction to Usenet. It is organized logically, and it adequately describes the features of Hogwasher. It has a table of contents with listings of figures and tables. It has no index, but standard Acrobat word searches take less than two seconds. The manual needs more screen captures and figures (it contains only three). It also suffers from poor typography (insufficient leading of body text and double spaces between sentences which often are exaggerated due to full justification of text).

Technical Support

Asar maintains a [frequently asked questions page](#) but it answers only six questions. You can request e-mail support via a [Web form](#). I did not assess the rapidity or quality of technical support.

Alternatives

There are numerous other shareware and commercial Usenet readers. Few of them are as good as Hogwasher at handling attachment-laden newsgroups. You can see a listing of news readers and related applications at [Tucows](#). I briefly looked at Thoth 1.5.8 ($25 shareware) and its freeware predecessor YA Newswatcher 5.0.1. Neither one had all the features of Hogwasher. I also used the time-limited demo version PictureSnooper2K ($35 shareware) for a few weeks. It is very good at extracting binary image files from newsgroups, but has few other features. [Diiva](#) ($35 shareware) looks interesting, but I have not tried it.

Summary

Hogwasher, although somewhat expensive compared to other newsgroup readers, offers great functionality and utility. The basic features are easy to master. Advanced features such as filters require more effort to use, but they can be well worth the effort if you are a serious newsgroup user.

Review: iTunes 3.0.1

by Daniel Chvatik, dchvatik@atpm.com

Developer: Apple Computer, Inc.
Price: free
Requirements: Mac OS X 10.1.4, supported CD-RW drive required to create audio CDs.
Recommended: 400 MHz G3, 256 MB of RAM.

Installation

Installation—as with any other iApp—simply requires you to download and run the installer program. iTunes 3 also comes included with Mac OS X 10.2. After the installation, iTunes will offer to consolidate the library for you—more on that later. If you own an iPod, you should download the new iPod Software 1.2 to take advantage of all the new features in iTunes 3.

Changes in iTunes 3

There are plenty of new features to discover in iTunes 3. To avoid an unnecessarily long article that dwells on the obvious, I will assume that you are familiar with older versions of iTunes—so if you need to refresh your memory, head over to our iTunes 2 review.

The new main features in iTunes 3 are:

- Smart playlists
- Support for audio books from Audible.com
- Sound check
- Track ratings
- New tags for play count, last-played date, and composer
- Library consolidation, including compilation flag
- Playlist import and export
- Ability to join tracks

Let's look at the new features one-by-one:

Smart Playlists

This is arguably the best feature in iTunes 3. Similar to e-mail filters, smart playlists select the songs in them by comparing the songs in your library to your criteria. You can literally specify any criterion you can think of. I couldn't even begin to list the possibilities. Apple suggests some smart playlist ideas. You can chain multiple criteria together by using either *and* or *or*, but not both. iTunes allows you to limit your selection to any desired number of songs, total size, or total running time and select within that limit either randomly or by a sorting criterion. It becomes easy to automatically generate 4 GB worth of randomly selected classical music from your library for your iPod. Or you could select and burn a CD full of Madonna songs —plus music you rate at 3 stars and higher—and have iTunes select from the most recent songs until it reaches your limit. The possibilities are endless. If you want, smart playlists can be set to update live, so they will always reflect the current state of your library. After you create a smart playlist, you can modify it by choosing Get Info.

Support for Audio Books From Audible.com

Audio books are supported for playback in both iTunes and updated iPods. Audible.com currently offers a free audio book for people willing to register on their site.

Sound Check

Sound Check, also part of the iPod Software 1.2, analyzes your music library and automatically adjusts the volume of individual tracks to guarantee that all tracks are roughly even in volume. In my limited tests, there was actually a distinct effect. Soft songs were noticeably louder when Sound Check was enabled. I was worried that it might negatively affect tracks with alternating soft and loud parts, such as classical music, but I was pleasantly surprised. Sound Check seems to just alter the overall volume of the track without affecting loudness within the track. I recommend you turn on Sound Check and forget about it. If you want to see how Sound Check affects your songs, check the Volume field in the information window.
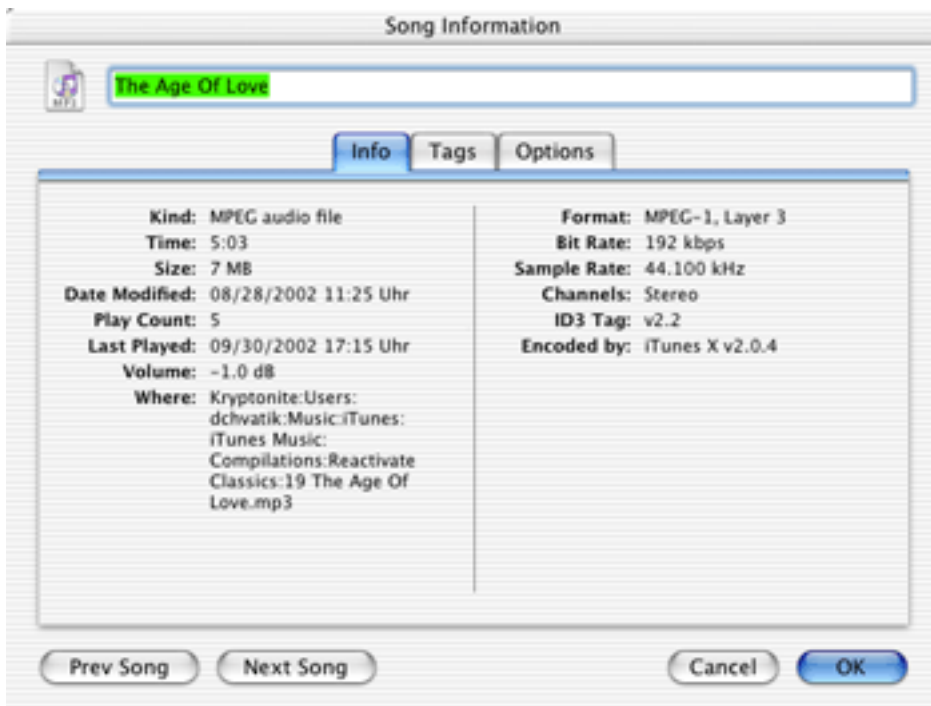
Track Ratings

Track ratings are just what you would expect. iTunes 3 adds a new tag for track ratings that can be changed from 0 to 5 stars as well as a corresponding "My Rating" column in the main view. Ratings work like most other tags, so they can be used to sort playlists and to create smart playlists. Together with smart playlists, ratings are a powerful tool to keep

an eye on your favorite songs without having to create a multitude of custom lists by hand. Unfortunately, the rating is not stored in the ID3 tags but in the library instead. Removing a song from the library also erases its rating.

Other New Tags

In addition to the ratings, Apple introduced new tags for play count and a last-played date, as well a new composer field for music where the performer and composer differ, such as classical music. Unsurprisingly, play count indicates how often a particular song has been played, while the last-played date shows the date and time the song was last played. With an updated iPod, play count, last-played date, and composer are honored and kept up-to-date. Like track ratings, play count and last-played date are stored in the library, not the actual MP3 file, so they are lost when the file is moved out of the library.

Library Consolidation

Library consolidation is another favorite of mine. It comes in two flavors, both of which can be selected from the advanced preferences. The first allows you to keep the music in your library folder organized. Once enabled, iTunes will keep the filenames and locations

synchronized to the ID3 tags of the songs. If you change the song name in iTunes, the filename changes almost instantly. Similarly, if you change the artist or album entries, iTunes will update the location of the file in your music folder. iTunes organizes your iTunes Music folder in the following format: [Artist]/[Album]/[Track name].mp3. This presents a problem for collections such as hit compilations and soundtracks. You may want to keep these songs together, although they come from different artists. Otherwise you might end up with lots of folders that contain only a single song. iTunes 3 addresses that with the new "compilation" check box in the information window. If the box is checked, iTunes will instead organize that track as: Compilations/[Album]/[Track name].mp3. That way, songs from compilations stay together if they all have their compilation box checked.

The other consolidation option is to copy (not move) songs to the library folder when you drag them onto the iTunes window. This allows you to drop a bunch of files onto the window and have iTunes put them into their proper place (assuming they have proper ID3 tags). If you keep the option disabled, you can keep your MP3 files in other locations as with previous versions. Files that were added from outside the music folder before the option was enabled stay in the original location.

Another change in 3.0 is the ability to put track numbers in the filenames while importing music or even afterwards if you chose to keep the library organized.

Playlist Import and Export

iTunes can export any of your playlists or the entire library in either tab-delimited text or XML format. It basically lists every single attribute that iTunes stores about the selected songs in a big file. It can also import those files to create new playlists. It does not copy the actual songs but rather references to them. I find it hard to think of many practical uses for this feature. I guess you could create backup copies of your playlists. You can also share the exported playlists with friends to show them what kind of music you have. If you export a smart playlist and import it again, iTunes creates a normal playlist based on the songs from the smart playlist.

Ability to Join Tracks

iTunes 3 now has the ability to easily join multiple tracks into a single track from the advanced menu. This is most useful for mix CDs where the tracks are recorded separately but mixed together. Unfortunately, there is no function to separate tracks.

There are many other smaller improvements that are designed to make your life simpler. Most of them you won't even notice. Overall, performance seems a little snappier in iTunes 3.

Problems

iTunes, however, still has its problems and imperfections. The library is not as robust when songs are added from outside the music folder. Especially storing songs on external hard drives is still buggy. Support for newer sound formats like ACC would be desirable, especially since ACC is now part of QuickTime 6. Performance has been improved but the interface sometimes still feels sluggish. Hierarchical playlists would open many new possibilities. There should be an automatic ability to downsample songs as they are copied to the iPod. Overall though, the problems are not too serious and iTunes still offers more than most competing MP3 players. Unfortunately, iTunes 3 requires OS X, excluding users of older OS versions.

Conclusion

iTunes 3 is a great step up from the previous version. There are no radical changes, but it's hard to change something that is nearly perfect. iTunes certainly still has areas where it can be improved. Overall though, it is a great program that does exactly what it was created to do and does it very well. Apple has hinted that Rendezvous abilities will be added with the next version. It is a sign that iTunes will keep getting better and better.

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Review: Jinni Zeala Pinball 1.1.6

by Gregory Tetrault, gtetrault@atpm.com

Developer: LittleWing Company, Ltd. (published by MacPlay)
Price: ¥2,980 (download from LittleWing); $25 (shipped from MacPlay)
Requirements: PowerPC-based Mac, Mac OS 8.6 with CarbonLib 1.5 or Mac OS X 10.1,
32 MB application RAM, 800x600 pixel display.
Recommended: G3-based Macintosh
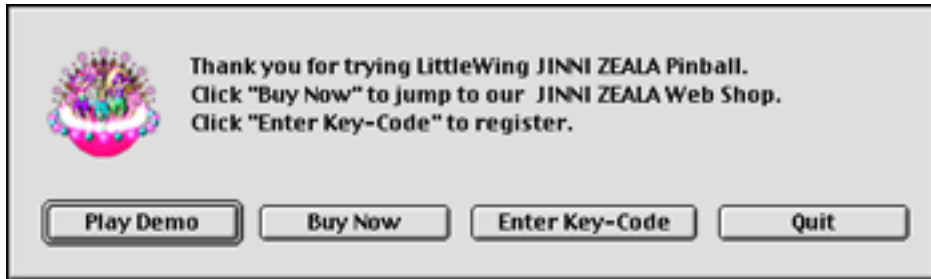**Trial:** Feature-limited (resets game after 99 seconds)

Overview

Jinni Zeala Pinball uses an Arabian theme for its audio and graphics. You use four flippers to knock down targets, enter "caves" and "tunnels," and activate various triggers. Expert players will be able to work through a series of five bonus levels.

Installation

Install the CD version by dragging the Jinni Zeala folder to a hard drive location. Double-click the application icon and you're ready to play.

Install the downloaded version by loading the ".smi" disk image file, and then dragging the contents of the image file to a hard drive location. The first time you launch the downloaded game, a message box appears.

Thank you for trying LittleWing JINNI ZEALA Pinball.
Click "Buy Now" to jump to our JINNI ZEALA Web Shop.
Click "Enter Key-Code" to register.

Play Demo   Buy Now   Enter Key-Code   Quit

Message box on first launch of downloaded Jinni Zeala.

If you know your key code, click the "Enter Key-Code" button and type in the code. If you downloaded the game as a demo, just press the return key or click the "Play Demo" button. If you wish to purchase Jinni Zeala, click the "Buy Now" button. This takes you to a Web site where you purchase Jinni Zeala online and receive a key code by e-mail.

Game Play

Jinni Zeala has a pair of flippers at the bottom of the table and a staggered pair of flippers in the middle of the table. There are multiple caves, tunnels, pop-back holes, channels, lights, bumpers, etc. You have six controls: plunger, left flippers, right flippers, and right,

left, and middle tilt. You can remap the control keys via the Options menu. The Controls menu lets you remap the keys, but it annoyingly does not display the existing key mappings.
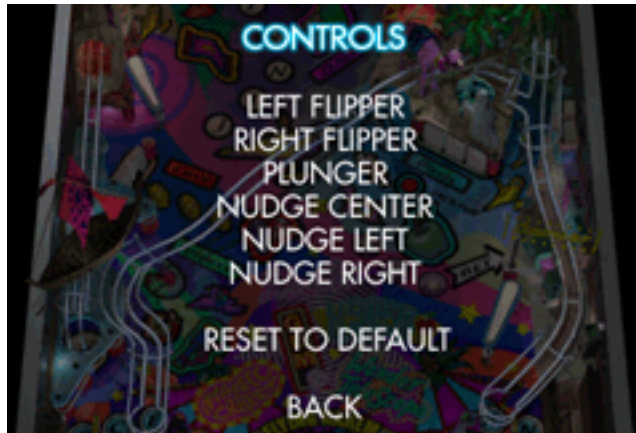
Controls Menu

After launching Jinni Zeala, you encounter a splash screen. Press the Esc key to move to the menu screen.
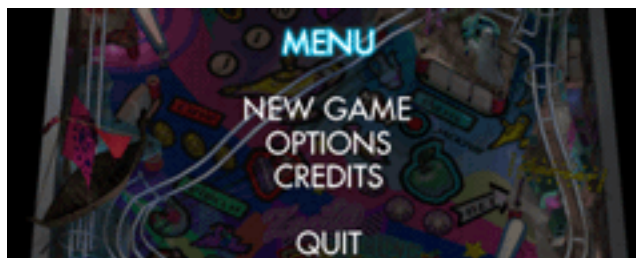
Jinni Zeala's Starting Menu

Use the Up and Down arrow keys to navigate and the Return key to activate a menu choice. To play a game, select New Game. You then see a second menu screen that allows you to choose from one to four players. Select the desired number and press the Return key to start the game. The pinball table is centered on your screen, and information about bonuses appears on the sides. Your score is displayed at the top of the table. During play,

you can pause the game at any time by pressing the Esc key. You have two options after pausing: resume and reset. Resume sends you back to the paused game. Reset clears the game so that you can start anew.
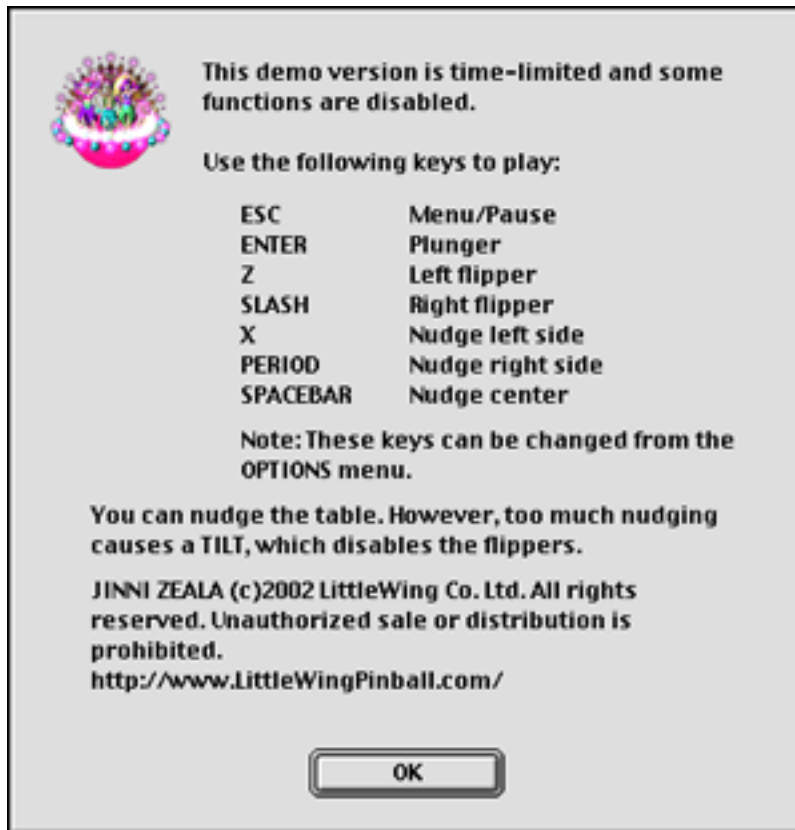

Playing Jinni Zeala

Jinni Zeala exhibited realistic physics: the ball moved smoothly and accelerated appropriately, the bumpers reacted as expected, the switches had appropriate amounts of resistance, and the flippers were very responsive. Multi-ball play worked well, with no lags, delays, or diminished responsiveness. The three tilt keys seem to work appropriately. The game goes "dead" if you hold a tilt key too long or if you activate the tilt keys repetitively. The most unrealistic aspect of game play is plunger control. It is difficult to control plunger pull-back force based on extremely slight differences in the length of time the key is held down.

If you attain a high score, you can type your name or initials under the high score. The initial starting high scores cannot be cleared. I attempted to modify the preferences file to fix this, but Jinni Zeala replaced it with a clean copy!

Instructions and Help

Surprisingly, the downloaded demonstration version provides better instructions than the CD version, since the former displays a window with the default key mappings and warnings about overuse of the tilt keys. There is a four-page readme file that describes system requirements, installation, game menus, and game play. The latter includes information on how to reach each of the five bonus stages.

Default Jinni Zeala controls and tilt warning.

Bugs and Omissions

None of the control keys work on initial play. I had to set the control keys, though I was willing to use the default settings.

Jinni Zeala is sensitive to some background programs. When I ran a background screen capture program, Jinni Zeala's physics broke down: the ball moved jerkily and the flippers exhibited a significant lag. However, most background programs had no effects.

The 1.1.7 update patch (available from LittleWing's Web site) will not work with the CD version of the game, because it requires a Key Code. MacPlay has posted the 1.1.7 update patch for the CD version of the game.

The lack of Command-key sequences for simple tasks like quitting or starting a new game becomes annoying. For example, to quit Jinni Zeala press Esc to display a menu, use the arrow keys to highlight Quit, and then press Return. To start a new one player game, press Esc to display a menu, make sure New Game is highlighted and press Return, make sure One Person is highlighted and press Return again.

Summary

Jinni Zeala is a good pinball game, especially for expert players who can keep the ball in play while hitting the appropriate switches, holes, bumpers, etc. to reach the bonus levels. However, Jinni Zeala isn't as fun as my benchmark pinball game, LittleWing's Crystal Caliburn (released in 1993). Crystal Caliburn has a simpler layout than Jinni Zeala, but it is a blast to play. It also has a much better user interface that makes use of the menubar. Crystal Caliburn can be downloaded from LittleWing. It will play in demo mode until you enter the Key Code. The cost for Crystal Caliburn is only ¥1,200 (about $10).

FAQ: Frequently Asked Questions

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About This Particular Macintosh (ATPM) is, among other things, a monthly Internet magazine or "e-zine." ATPM was created to celebrate the personal computing experience. For us this means the most personal of all personal computers—the Apple Macintosh. About This Particular Macintosh is intended to be about your Macintosh, our Macintoshes, and the creative, personal ideas and experiences of everyone who uses a Mac. We hope that we will continue to be faithful to our mission.

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What Are Some Tips for Viewing PDFs?

- You can download Adobe Acrobat Reader for free. If you have a Power Macintosh, Acrobat Reader 5 has better quality and performance. ATPM is also compatible with Acrobat Reader 3, for those with 680x0 Macs.
- You can zoom the PDF to full window width and scroll through articles simply by single-clicking anywhere in the article text (except underlined links).
- You can quickly navigate between articles using the bookmarks pane at the left of the main viewing window.
- For best results on small screens, be sure to hide the bookmarks pane; that way you'll be able to see the entire page width at 100%.
- Try turning Font Smoothing on and off in Acrobat Reader's preferences to see which setting you prefer.
- All blue-underlined links are clickable.
- You can hold down option while hovering over a link to see where it will lead.
- For best results, turn off Acrobat's "Fit to Page" option before printing.

Why Are Some Links Double-Underlined?

In the PDF editions of ATPM, links that are double-underlined lead to other pages in the same PDF. Links that are single-underlined will open in your Web browser.

What If I Get Errors Decoding ATPM?

ATPM and MacFixIt readers have reported problems decoding MacBinary files using early versions of StuffIt Expander 5.x. If you encounter problems decoding ATPM, we recommend upgrading to StuffIt Expander 5.1.4 or later.

How Can I Submit Cover Art?

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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. We often publish the e-mail that comes our way.

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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 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.

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