

PHOTOSHOP COMES TO OS X

Robert Cameron, Editor (robert_cameron@atlmug.org)

Possibly the most eagerly-awaited application for Mac OS X, Photoshop 7 was announced on February 24. Version 7 is the first version of Photoshop to run natively in OS X, and the last of Adobe's product line to be rewritten for OS X.

Apple released Mac OS X in March 2001, but getting major software developers to rewrite their applications to run on it has been slow going. OS X has been a work-in-progress in the past year, and this combined with a lack of major software has made many Mac users hesitant about changing over to the new operating system. With the release of Office v.X (see "Microsoft Office v.X Ships," *Maclanta* Nov/Dec 2001), many people decided it was time to make the switch, but Apple still had a huge market to capture: the graphic designers.

Those graphic designers now have reason to make the move. Photoshop 7 now runs natively in OS X (as well as OS 9), joining Adobe's other products: InDesign (with which this newsletter is created each month), Acrobat, Illustrator, GoLive, After Effects, and LiveMotion (at the time of this writing

PageMaker is scheduled to run in OS X with its next version release). With OS X's stability and memory management, using Photoshop will be a much more enjoyable experience.

Of course, the ability to use Photoshop in OS X is only one reason to upgrade. Adobe has also included

several new tools to help you be more productive. The Brushes palette, which was removed in version 6, is back and beefed up. The palette has a new layout with more settings and variables to give you much more control of your brushstrokes than you've known

with previous ver-

sions of Photoshop. This is all possible with Photoshop's newly overhauled painting engine.

In addition to new painting tools, Photoshop 7 also introduces tools for touching up your photos. The Healing brush works like the Stamp tool, clon-

MESSAGE FROM THE PRESIDENT

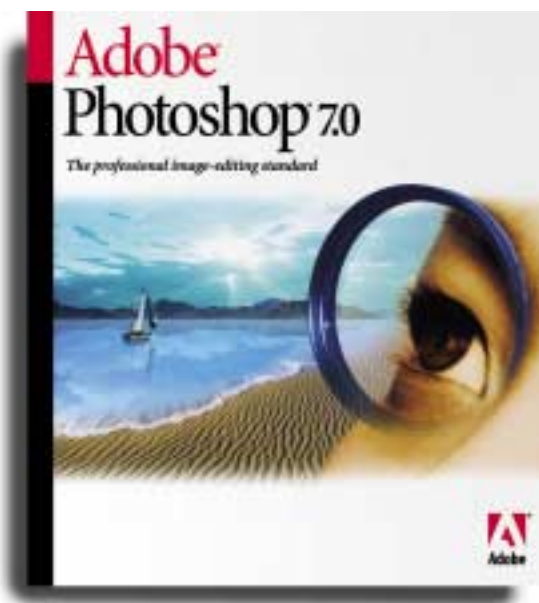
Chris Waldrip, President

(chris_waldrip@atlmug.org)

Well, FACUG (Florida Association of Computer Users Groups) has ended, and we're heading home from a very productive weekend conference. David Whitehead, Publicity Director, Michael Henigan, Membership Director, and I attended numerous meetings on various topics of concern to User Groups of all sizes and persuasions.

The majority of FACUG's member organizations focus on PCs and the snowbird retirees that use them. Despite this though, there were several conference sessions with valuable information. Topics included "How To Run A User Group," "The Role Of Special Interest Groups," "Working With Retailers And Vendors," and "Beyond Survival: How To Reinvent And Brand Your Group For Success."

CONTINUED ON PAGE 2



Photoshop 7, soon to ship!

IN THIS ISSUE OF MACLANTA

Photoshop Comes to OS X	1
Message From The President	1
In The News	3
Review: Giants: Citizen Kabuto.....	4
Review: iPod.....	5
Maclanta Xpo and Swapfest	6, 7
February Meeting Summary	8
March Meeting Info.....	9
How Do You Use Your Mac?	12
Tips and Tricks.....	14
Directions to Macquarium	16

CONTINUED ON PAGE 2

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Contributing Editor.....Chris Waldrip
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AMUG Contact Info

Web Site<http://www.amugonline.org>
BBS Non-Member Number770-386-7971
BBS Member Number770-386-7970
General Information Line404-327-9002

Message From The President

CONTINUED FROM PAGE 1

While the sessions were informative in and of themselves, the interaction with other groups was equally valuable. There's no point in reinventing the wheel—if another group has found a solution to an issue, there's no reason that solution can't work for some other organizations. Several good ideas were expressed, and many notes were taken in and out of the conferences.

It's interesting to see that AMUG issues aren't limited to our group. Volunteers are an issue for all groups to one degree or another. Ensuring that the group meets the needs and desires of its membership and programming original presentations are also valid concerns.

On our ride home almost all eight hours were spent tossing ideas that were picked up, and possible ideas for AMUG. Granted, some of them will fade from memory, or never get implemented, but the fresh ideas that we do follow through with will have value beyond their immediate effect. A new way of looking at things can reveal solutions you never thought possible before.

So, look forward to some interesting things to come. And if you have any thoughts or ideas for how the group operates please feel free to contact me or someone else on the board of directors (see the Board of Directors list on page 2 of every issue of *Maclanta*).



Chris and his new iPod

Photoshop Comes to Mac OS X

CONTINUED FROM PAGE 1

ing pixels to fix scratches, blemishes, and other discolorations, but instead of copying colors the Healing brush copies the texture only and blends it with the colors surrounding it, making for an improved consistency. The Patch tool works the same way, but allows you to select larger areas.

Photoshop 7 now sports a File Browser palette, which lets you preview documents on your hard drive as thumbnails. You can also sort these thumbnails and move and rename your files without having to switch between Photoshop and the Finder.

You can now also save multiple workspaces (different sets of palettes and toolboxes along with where you've placed them on-screen) and multiple tool presets. This comes in very handy for sharing a computer or separating your print work from your Web work.

These are the big additions, but it can often be the small things that make the biggest difference. For instance, you can now (finally) check your spelling and search and replace text. You can rename layers, channels, and paths simply by clicking on the appropriate palette (no more option-double-clicking). The Eyedropper tool now allows you to sample any color visible on your computer screen; no more switching between Illustrator and Photoshop or your desktop and Photoshop or...you get the idea. Adobe has added Auto Color to correct midtones (which Auto Levels and Auto Contrast do not correct).

Other minor enhancements are the ability to check out and edit files from a WebDAV server; an improved Liquify command, a new Pattern Maker tool, improved scripting support (using AppleScript or JavaScript), and the ability to assign passwords when saving Photoshop documents as PDF images.

CONTINUED ON PAGE 11

IN THE NEWS

iPhoto Tops 1 Million Downloads

Apple announced on March 7th that in the 2 months since iPhoto was announced, more than 1 million copies have been downloaded from Apple's website. Actual distribution is higher when considering that every new Macintosh ships with iPhoto pre-installed. iPhoto is the latest in Apple's suite of products for connecting digital devices to the Macintosh as a digital hub. <http://www.apple.com/iphoto/>

Apple Awarded Technical GRAMMY

In late February the National Academy of Recording Arts and Sciences awarded Apple Computer a technical GRAMMY, the first such GRAMMY ever awarded to a PC (personal computer) company. Apple received the award for its technical contributions to the recording field and music industry.

Apple Adopts New Auditors Policy

In the wake of the Enron scandal in which Enron Corp.'s auditors have come under fire for possible conflicts of interest, Apple announced on February 15th that it has adopted a new auditor policy. The policy bans its auditors from performing non-financial consulting. This includes consulting on information technology and internal audit services. According to CEO Steve Jobs, "Our board's audit committee has always been vigilant in these matters, but why not go a step further and make it crystal clear to our shareholders."

QuickTime 6 Preview

On February 12th, Apple previewed QuickTime 6. This version features support for MPEG-4, which is becoming the standard for streaming high quality content to digital devices such as computers

and digital video cameras.

The newest version of QuickTime also features support for Flash 5, MPEG-1 and -2 playback, and DVC Pro, as well as an updated user interface and skip protection enhancements.

QuickTime 6 is ready to be released, but Apple is delaying until licensing terms for MPEG-4 are worked out. The current proposed licensing terms calls for royalty payments from companies who ship MPEG-4 codecs (such as Apple) and content providers who stream MPEG-4 video content. The licensing terms do not apply to QuickTime Streaming Server 4, which is ready and available now and also incorporates MPEG-4 technology. QuickTime Streaming Server features full support for MPEG-4, ability to serve MP3 files, and enhancements to skip protection, quality of service, and its web-based administration tool.

Singer Connick Replaces Sheet Music With Mac G3s

Harry Connick Jr., known best as a jazz composer, singer, and pianist, recently patented a "system and method for coordinating music display among players in an orchestra." The technique replaces sheet music by displaying each player's score on a computer screen. Connick bought a blue and white G3 Power Mac and rotatable screen for each member of his 16-piece orchestra. Working with well-known Mac guru David Pogue, Connick developed the digital score method and now uses it as a replacement to sheet music. Its immediate advantage is that there is no paper to blow away when playing outdoors. An added benefit is that the rustling of turning pages does not have to be removed from studio recordings. In addition, mu-

sicians can insert page breaks wherever they need them, and there is no need for music stand lights (which can be a distraction to the audience).

Connick creates his musical arrangements on his Macintosh computer using Finale (the music industry's version of PageMaker). Connick's invention allows him to modify arrangements and automatically enter them into the musicians' copies—thus shortening the process of having copyists rewrite all the parts, which could take days, down to a matter of hours.

Connick hopes that one day the patented system will have its own operating system and will have a touch-screen that will allow a composer to write music on screen instead of on paper. Not being a programmer, though, he hopes someone will build it and send him one when it's finished.

QuickTime Surpasses RealPlayer

Apple added 80 million new QuickTime users for calendar year 2001, compared to the 75 million new users of RealNetworks' RealOne and RealPlayer combined for the same period.

28 and Counting

Apple opened its 28th retail store on March 8th, this time in Durham, North Carolina. Apple will be opening an Apple store in Atlanta at Lenox Square, but there is no advertised opening date as of yet.

Sun Sues Microsoft over Java

Sun Microsystems Inc. has filed a lawsuit against Microsoft Corp., alleging that Microsoft has harmed Sun by using its operating system monopoly to prevent Java (Sun's technology) from

CONTINUED ON PAGE 13

GAME REVIEW: GIANTS: CITIZEN KABUTO

Chris Waldrip, President
(chris_waldrip@atlmug.org)

There are several types of computer games—simulators, like *Fly II*; first-person shooters, like *Quake*; race games; and real-time strategy games, like *Warcraft*, to name a few. And then there are games like *Giants: Citizen Kabuto*.

Giants: Citizen Kabuto is a successful combination of the three previously mentioned games. Portions of the game require you to fly using a jet pack, fight for survival against enemies intent on eating or killing you, and manage resources in the production of your base to further your goals. While I was skeptical that the game would be any good with the combination listed, it was surprisingly addictive and entertaining.

The first third of the game is spent as one of a squad of Cockney-accented Mecc's (à la space Marines) who at first works to recover several of your buddies. You crash-landed on a planetary fragment, called The Island, on your way to the resort planet of Majorca [interesting side-note: Majorca is a real tourist island off Spain's eastern coast. -Ed.]. After finding your buddies you get pulled into helping the local enslaved residents, called Smarties, fight their oppressors, the Sea Reapers.

You have to defend your Smarties from underground tunneling beasties, heavily armed Sea Reapers, and other things that bite in the night. While doing this you have to hunt down large two-legged beasts gathering pieces of their carcass to feed your Smarties. Well-fed Smarties will build your base faster, which allows you to complete your assignment sooner.

As a Mecc you have access to some impressive equipment. Among them is a jet pack, which you'll soon learn to love, as well as a varied collection of

weapons. I particularly loved the sniper rifle, but the machine gun was useful, and the grenade launcher is particularly useful against the bigger baddies.



Princess Delphi, fighting for the Smarties

Soon enough you meet the queen of the Sea Reapers, Queen Sappho, and her lovely daughter, Princess Delphi. It seems that Delphi has a soft spot for the Smarties, and the next third of the game is spent as Delphi battling the Sea Reapers to help free the Smarties.

Where the Meccs have jetpacks and modern weapons, Delphi has magic and more primitive weapons. But she's just as fun. Delphi's magics are nice, and her use of a sword and a crossbow are enough for her to finish her portion of the game. Part of her segment consists of similar missions to the Meccs—protect and feed your Smarties while they build your base. But half of her segment of the game consists of water ski racing against other Sea Reapers. And as you'd expect no one plays fair in these races.

The Sea Reapers and Queen Sappho

have a secret weapon though: Kabuto, a genetically created giant controlled by the Queen...at least until you destroy the gem she uses to control Kabuto.

The last third of the game is spent as a small Kabuto-offspring. You start off humanoid size, but soon grow. Your goal is to destroy the Sea Reapers and their evil queen, but unlike the Meccs and Princess Delphi you could care less about the Smarties. That's not entirely true—they do make tasty snacks.

As Kabuto you get to live out every little kid's fantasy. Smashing around the countryside, smashing Smartie homes to get at the yummy snacks inside, tossing Sea Reapers across the island out to sea, and generally playing out your Godzilla fantasies can be very therapeutic.

But as all things must, you eventually come to the end of the game. You



Go, Kabuto!

return to the role of a Mecc and have to fight Kabuto in an arena. Killing Kabuto ends the game.

Giants is much more fun than I thought it would be. The game isn't

CONTINUED ON PAGE 10

MARCH 2002 • MACLANTA

APPLE'S IPOD: YES, IT'S AS COOL AS IT LOOKS

David Whitehead, Publicity Director
(david_whitehead@atlmug.org)

"One Thousand Songs in Your Pocket."

Well, I only have 867 songs on there, but that'll do for now. With that massive quantity of musical delights, I could drive to Ohio and back and not hear the same song twice (although it is quite necessary to hear some songs twice as there's nothing quite like "Roll Out the Barrel" to shake the doldrums off a long road trip). After two months of usage, my initial reaction stands: This is the coolest, best-designed MP3 player on the market today.

Before we begin an in-depth review (otherwise known as my overly-inflated opinion as my only qualifiers as a reviewer are: I own an iPod and I can type faster than the 12 chimps Robert hired to review the Collected Works of Shakespeare), let me tell you what I won't cover. I won't cover the iPod's potential. There is much discussion about what this device could evolve into due to its easily upgradeable firmware and the flexibility of its Operating System. Many people have opined "If you only add this, it could be that." I'm not doing that. I don't care what it "could be." I only know what it is. And that is what this review is based on.

And what it is, is the best-designed MP3 player on the market today.

Introduced in October of 2001 and having sold 125,000 units by Macworld SF, a few other people agree with me. Let's begin with the technical specifications: It's small. Slightly larger than a deck of cards (and about the same heft—Apple's web site lists its weight as

6.5 ounces)—it is very easy to slide the iPod in a pocket and be on your way. And thanks to the 5 GB (yes, that says Gigabyte) hard drive contained within, be on your way with your entire music collection (or close to it for those audio-philos out there).

Apple indicates the battery is able to



Courtesy of Apple

hold a 10-hour charge and I haven't discovered any indications to the contrary. I regularly use it during the day at work as I'm writing and hardly make a dent in the battery indicator. After recently returning from a 7-hour road trip, I was finally able to make one of the charge indicators go down fully. Battery life is most certainly not a concern with this device.

Even if it were, recharging the iPod is easy—it draws power from the FireWire port on my Mac (and not just any Mac, but a 1998 Beige G3 with a PCI FireWire card. I just plugged it in and it worked fine, right out of the box. Try that with Windows). File syncing also occurs via the same FireWire cable, so while I'm managing my playlists with iTunes, the iPod is recharging. Very convenient.

Managing the music on the iPod is very easy with the aforementioned iTunes. I simply create the playlists of

the music I want to hear that day and with the click of a button (or a selection of a menu item), the iPod is updated with my changes. The iTunes application is truly the gateway used to manage your playlists as there is no way to swap them around once they are on the iPod.

Some view this as a limitation. I personally think it fits into the digital hub philosophy and with the speed of updates via FireWire, I don't have to spend a lot of time waiting for the iPod to reflect changes to my playlists. I don't feel having to manage my playlists via iTunes only is a limitation at all.

One of the biggest draws to the iPod is its ease of use. Consisting of a large jog-wheel and five buttons, the iPod is very easy to learn.

Most people, upon being handed an iPod, figure out how it works within minutes. With its simple hierarchical menu system, hearing my favorite song is a mere four clicks away. And with the impressive backlight (I used it to find my dropped keys in a darkened parking lot one evening) using the iPod at night is also a pleasure.

But not all is perfect in this musical Nirvana (not the band, the paradise). The iPod does have a few minor issues that mar its otherwise ideal design. The back of the iPod is a polished metal surface that has, after two months of constant use, picked up a number of smudges and scratches. While that doesn't affect the operation of the device, it does make it look bad when showing it off.

On a less shallow level, there are a couple of issues with the playback of

CONTINUED ON PAGE 11

MACLANTA XPO 2.0 & MACCOLLEGE: MARCH 23, 2002

MACLANTA XPO 2.0

Doug Franks, Program Director
(doug_franks@atlmug.org)

Special Guest: Microsoft!

Join Product Rep Allen Childress from Microsoft for an in-depth demonstration of Microsoft Office X in the Main Auditorium from 1:30 pm to 3:00 pm. As usual with Microsoft, there will be promotional items and a raffle at the conclusion of the presentation.

Long-Overdue Presentation

It has been a dream of AMUG to have a speaker on computer technology for people with disabilities for many years. Well, I am happy to say all systems are go for this type of presentation. Lekotek of Georgia (<http://www.lekotekga.org>) will be at Xpo 2.0 from 10:00 am to 1:

15 pm. See our Web site, <http://www.amugonline.org>, for updates.

Ms. Helene Prokesch, Executive Director of Lekotek of Georgia, will be in rooms 4 & 5 of the St. Joseph's Hospital Educational wing with a hands-on display of Mac and PC devices and software, designed to help children and young people with disabilities use computers. She will be able to answer any questions you may have at that time.

Ms. Beth Yager, a Lekotek Leader, will give a forty-five minute presentation from 12:30 pm to 1:15 pm in rooms 4 and 5 on what is available on the market today. There will be no other classes going on at this time so this is a must-see—and free—presentation!

We all know someone who could benefit from such a presentation so please tell all your friends to pass the

word by mouth and email.

Donations Needed

AMUG recently received a donation of more than 75 Apple PPC 6100s and 7100s along with Apple 14" displays.

To make the units usable we will need keyboards, mice, and display cables. If you have any of these items and would like to donate them, please feel free to contact me or any of the AMUG Board members to arrange a pickup.

Once we have the parts to complete the units, AMUG will donate them to several groups in need in the metro Atlanta area. We could also use RAM, printers, or anything else that would work with these systems. Our target date for our first donations is the MacLanta Xpo 2.0 on March 23rd, 2002.

Thanks for your time and help.



Stan Allen, Education Director
(stan_allen@atlmug.org)

MacCollege, the AMUG educational event of the Year Part of MacLanta Xpo 2.0!

Saturday, March 23rd, at Saint Joseph's Hospital Education Center 12 FREE 1-hour classes for beginners—OPEN to the public!

Of course space for these FREE classes is limited, so pre-registration is required. Register at http://fm.cartersville.k12.ga.us/amug_registration/

Be sure to check the AMUG Web site just before the Xpo for final details on class topics and instructors. Directions to Saint Joseph's Hospital can be found

in the events folder on the AMUG Online Community or on the AMUG Web site (<http://www.amugonline.org>).

IMPORTANT!

The Mac College schedule and class topics are subject to change. It's a good idea to check the Web site just before the event to make sure things like classes, class times or class subjects have not changed.

We are always looking for instructors for MacCollege. If you have a topic you feel qualified to teach and are interested in giv-

ing something back to AMUG, then become a MacCollege instructor! It's easy! Contact the Education Director at stan_allen@atlmug.org.

MacCollege Class Schedule:

8:30 am	Classroom 1	Intro to World Wide Web
	Classroom 2	iMovie
	Classroom 3	Intro to Microsoft Word
	Auditorium	Airport & Wireless networking
10:00 am	Classroom 1	AMUG Online Community
	Classroom 2	iPhoto
	Classroom 3	Intro to Microsoft Excel
	Auditorium	Intro to Image Manipulation with Photoshop
11:30 am	Classroom 1	Intro to Entourage Email Client
	Classroom 2	Intro to Microsoft Powerpoint
	Classroom 3	iTunes & MP3
	Auditorium	Intro to OS X

SWAPFEST AT Xpo 2.0

Doug Franks, Program Director
(doug_franks@atlmug.org)

On March 23, 2002 the Maclanta Xpo 2.0 will take place. Along with classes that will be offered we will be holding a Swapfest.

The location of the Swapfest will once again be in the Doctor's Building Atrium at Saint Joseph's Hospital. See the AMUG web site (<http://www.amugonline.org>) for maps.

What's a SwapFest ???

Ever been to a garage sale or a flea market? The Swapfest is like a huge garage sale of used (and new) computer and electronic equipment. Come on by and browse for that discontinued or hard-to-find hardware or software item you've been looking for at a ridiculous low price. Haggling and trading are accepted at the Swapfest. It's a great time!

Admission to the Swapfest is free to the public. If you want to sell items, AMUG members can sell items at no charge at one (1) table. If an AMUG member needs more than one table, each extra table will be a \$15 table rental charge. Non-members will need to pay a \$15.00 per table rental fee. However, we'll be glad to start or renew your membership on the spot. It's only \$40.00 for a one-year full membership and it will save you \$15 that day! What a deal!

Tips for Buyers

- Arrive on time. That's 9:00 a.m. for AMUG members, 10:00 a.m. for the general public. The best deals go fast!
 - Record the seller's phone number so you can contact him/her if you have a problem or a question. AMUG does not keep a record of sellers, so you're on your own if you need to contact a seller.
 - Buyer Beware! AMUG will not intervene in disputes between buyers and
- MACLANTA • MARCH 2002

sellers. Buy at your own risk.

- Software transfer forms will be available.
- Bring cash in small bills. Sellers often do not have large amounts of change, especially for large bills.
- It's a good idea to bring the latest copy of one of the mail-order catalogs, like MacWarehouse, to help determine value of items.
- Bring a friend to join AMUG!

Suggestions for Sellers

- Arrive on time. Set up begins at 8:00 a.m. We cannot guarantee a table if you arrive late. You can reserve a table in advance via email to doug_franks@atlmug.org.
- Tables are available on a first come, first served basis.
- Use large tags and large, legible writing to label your stuff.
- Round prices to the nearest dollar. Keep it simple!
- Bring a pen and paper.
- Accept checks and bring your own supply of change if you wish to accept cash. AMUG cannot offer change.
- As a courtesy, AMUG will provide software transfer forms so that the buyer may become the legal, registered owner. We recommend that sellers fill these out early while setting up.
- Do NOT attempt to sell software that you don't legally own.
- Be prepared to give out your name, address and phone numbers to those

Swapfest Schedule:

8:00 a.m.—9:00 a.m.

Vendor Setup

Sellers register and set up their tables

9:00 a.m.—10:00 a.m.

Swapfest for AMUG Members Only

Doors open to AMUG members only

10:00 a.m.—1:00 p.m.

Swapfest open to public

All are welcome!

1:00 p.m.—2:00 pm

Clean up

who buy your wares.

- It's a good idea to bring the latest copy of one of the mail-order catalogs, like MacWarehouse, to help determine value of items.
- The Swapfest will end at 1:00 p.m. Be prepared to have all your items removed by 2:00 p.m. because the doors will be locked at that time.
- Bring a friend to join AMUG!

The Swapfest schedule is subject to change. It's a good idea to check back on the BBS or on the Web site (<http://www.amugonline.org>) before the event to make sure you have the latest updated information.



FEBRUARY MEETING SUMMARY

*Robert Cameron, Newsletter Director
(robert_cameron@atlmug.org)*

February's meeting had an impressive turnout. Jay Cann, our resident guru, spoke on all the various aspects of networking your Macintosh, networking a Mac and PC, using routers and hubs, using wireless technology...in short, an overview that could easily take several general meetings to cover, and even then would only be scratching the surface. Complete with diagrams and hardware, Jay showed that it can be easy to manage your network with a little basic knowledge. We hope to run



Jay's big-screen desktop, which typically defies description

a series of articles later this year which will cover the February presentation as well as go beyond what he was able to cover in just a few short hours.

Here are some useful snippets from Jay's presentation:

- If you are experiencing network problems, the Ethernet cables are very often the culprit. Fortunately, it's a cheap problem to solve. Replace them with Cat 5 Ethernet cables, which can be bought in bulk (about \$2-\$3 apiece

when bought in bulk). If you just need one, don't pay more than \$7-\$8 (and even that is overpriced).

- As convenient as wireless networking can be, using Apple's Airport technology or otherwise, it's not very secure. Anybody that knows what they're doing can hop on your network. With a little skill and the right equipment, almost anyone can gain access to your wireless network without your knowledge. Your neighbor—or even some guy in a parked car across the street—can get to your files. Hacking a wired network requires a direct connection, or at least access to a cable on the network. Just be aware that sensitive documents shouldn't be shared over a wireless network.

- A router supplies additional protection by acting as a firewall (really more like filtering of certain ports and IP addresses and ranges, and thus preventing people from connecting to you). This is a benefit whether you have a single Mac or a network of Macs.

- You can use a Mac as a router, but you will still need a hub to connect that Mac to additional computers.

- You can have your router assign IP addresses to each computer connected to it (known technically as DHCP services), if the router comes with that ability, or you can assign IP addresses yourself.

- If you assign IP addresses manually, keep in mind a few rules: Each computer gets a unique address (like 192.168.1.15); you should not end an IP address with .0 or .255 (as in 192.168.1.0 or 192.168.1.255); and it is

typical practice to assign .1 to the router (as in 192.168.1.1).

Before the presentation was a ques-



Jay Cann

tion and answer period, and a raffle followed the presentation. This month's prizes were mostly books, a couple signed by David Pogue!

And for anyone who might doubt that AMUG doesn't supply the latest info, OS 10.1.3 was released during Jay's presentation. If you were there, you knew it!

Thanks to Scott Steinbrink for the pics.

Thanks for joining AMUG:

Frank Cutton, Paul Gann, Anne Gantt, Robert Gantt, Scott Gordon, William Graves, Denise LeNoir, Allison O'Neill, James Redmond, Scott Smith, and Heather Webster

And for renewing your membership:

Charles Briggs, Scott Denton, Ernest Di Rico, Les Fuchs, Mark Farmer, John Forbes, Dianne Gregg, Gerry de Harven, Phillip Hess, Tyler Jones, Sheila Lichtman, William Moss, Glen Samuels, Jan Sharrow, Gene Side-well, Phaedra Steele, Christopher Uhl, Mark Updegrove, Joe Webb, and Charles Wommack

February Raffle Winners

Bob Hicks..... The Little Network Book
Tammy Rowley..... Mac OS X: The Missing Manual (signed by David Pogue)
Harmen Steele.... Images of Atlanta (CD) and Delectable Dates 2002 (calendar)
Harmen Steele..... Office 2001 for Macintosh: The Missing Manual
Joe Webb: iMovie 2: The Missing Manual (signed by David Pogue)

NEXT MEETING: MARCH 19, 2002

Stan Allen, Education Director
(stan_allen@atlmug.org)

AMUG PRESENTS FILEMAKER

AMUG is indeed fortunate to have a special expert guest presenting at our March General Meeting: Andrew LeCates, a Senior Consulting Engineer with FileMaker Inc., who is based in Atlanta, GA.

For 15 years he's led FileMaker solutions deployment as a developer, teacher, evangelist, author, and consultant for customers across the U.S.A. He's a veteran speaker for user groups and conferences including Macworld, PC Expo, and the annual FileMaker Developer Conference.

Andrew will be covering the following topics:

- Mac OS X and the FileMaker product family
- FileMaker Mobile 2.0—the new version of FileMaker's Palm companion
- FileMaker Solutions Development Framework—a free collection of

templates that accelerate application deployment

- Resources and Developers, local to Atlanta or on the 'Net
- Product line future directions
- ...plus a few surprises!

The Meeting will start at 7 pm with our usual Q & A session. Come by and get your Mac questions answered by the AMUG team of technical experts!

Andrew will begin his presentation promptly at 7:30 pm. There will be a short break at 8:15 pm. The presentation will conclude at 9 pm with a drawing for some door prizes! Direction to Macquarium can be found on the BBS (in the Maps & Directions Folder in the Events Folder) or on the AMUG Web Site (<http://www.amugonline.org>).

Come by and see one of the top technical wizards from FileMaker show you their great lineup of products!

SPECIAL INTEREST GROUPS SCHEDULE

3/16/02 Basic Systems Training (The Internet)	5/4/02 New User SIG
3/23/02 MacCollege at Xpo 2.0	5/7/02 Mac OS X SIG
3/25/02 Multimedia SIG	5/18/02 Basic Systems Training (Basic use of the Mac OS)
4/6/02 New User SIG	5/27/02 Multimedia SIG
4/9/02 Mac OS X SIG	6/8/02 New User SIG
4/20/02 Basic Systems Training (Basic Mac OS troubleshooting and maintenance)	6/11/02 Mac OS X SIG
4/22/02 Multimedia SIG	6/15/02 Basic Systems Training (The Internet)
	6/24/02 Multimedia SIG

Get the latest updates at <http://www.amugonline.org/education/>

AMUG MEETING SCHEDULE

General Meetings

(Usually on the 3rd Tuesday of the month)

1/15/02	Apple; Jack Quattlebaum, speaker
2/19/02	Home networking (file sharing/DSL/Cable/wireless)
3/19/02	FileMaker
3/23/02	MacLanta Xpo 2.0
4/16/02	Adobe
5/14/02	Andy Ihnatko
6/18/02	Macromedia
7/16/02	PDA's
8/20/02	Apple Computer Macworld update
9/17/02	Genealogy
9/28/02	MacLanta Xpo 2.5
10/15/02	Buying & selling online (eBay and other sites)
11/19/02	Cool gadgets and games for your Mac
12/17/02	Holiday party and iTools (how to make a home page)

Board of Directors Meetings

(Usually on the 1st Wednesday of the month)

1/2/02	7/3/02
2/6/02	8/7/02
3/6/02	9/4/02
4/3/02	10/2/02
5/1/02	11/6/02
6/5/02	12/4/02

Note: Remember, all dates and topics are subject to change. Please check the web site and online community for updates. All general meetings, except for the MacLanta Xpo, are at Macquarium, and all board meetings are held at Saint Joseph's Hospital's Education Center, unless otherwise noted.

Giants: Citizen Kabuto

CONTINUED FROM PAGE 4

quite right for hard-core fans of first person action games, or simulators, or racing games, or real-time strategy games, but for people who casually enjoy any one or two of those types of games you'll enjoy *Giants*.

Giants: Citizen Kabuto also holds a rare distinction; it is one of the first Mac OS X-only games released, due partially to its use of OpenGL graphics.

It's also the second game port by the nice folks at Omni Group. Omni is better known for the alternative web browser (Omni Web) and their latest game port, *Unreal*.

If you want to play *Giants: Citizen Kabuto* then be prepared to meet some

somewhat high hardware requirements. Due to its use of OpenGL you'll not be able to play this game on the original iBook, or all but the last black PowerBook. If you have a stock video card in



Like father, like son...sort of

a Beige G3 you'll also be disappointed. This is because OpenGL isn't supported in Mac OS X on these systems. And while the box says 128MB of RAM, you shouldn't be running Mac OS X with

less than 256. The game ran fine on my 500Mhz G4 with the stock ATI video card.

I should also note that while the game is violent, it's not so much people-violence, but green-blooded alien violence. This helps to make the game a bit more appropriate for young teens. The characters in the game do occasionally use some more adult language, and one of the Meccs has an eye for the ladies, and particularly for the skimpily clad Princess Delphi. I wouldn't recommend this game for young children, despite its cartoonish graphics; I recommend young teens at the least.

Considering everything from gameplay, to graphics, to the progress of the game's storyline, I'd rate *Giants: Citizen Kabuto* four out of 5 peaches.

Reviewers' Rating: 4 peaches



A Special Offer from Macworld for AMUG Members

A SPECIAL ISSUE OF MACWORLD IS COMING WITH EVERYTHING YOU NEED NOW TO GET THE MOST OUT OF OS X

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March will see Macworld publish a special issue dedicated to Mac OS X. This issue won't be sent to subscribers, it will be a \$10.00 newsstand-only issue.

But, AMUG is proud to offer this special issue for \$7.50. That's 25% off the newsstand price!

You can pre-order your copy by contacting Michael Henigan (michael_henigan@atlmug.org) or come by our Mac OS X SIG or General Meetings, and even our MacLanta Xpo in late March

Meeting information available at
<http://www.amugonline.org>.

Offer available while supplies last, requests to mail copies will incur a shipping and handling fee

iPod: As Cool As It Looks

CONTINUED FROM PAGE 5

sound. The iPod lacks a built-in equalizer, which limits the range of bass and other tonal qualities available. And depending on what device I'm using to listen to music, it may have less-than-ideal sound quality. The ability to adjust a song would be a nice improvement.

Another area that could use improvement is the ear buds that come with the iPod. Opinions vary, but I find the sound

quality to be less than optimal and they just plain hurt my ears! It is quite painful to listen to music using the provided buds. As a disclaimer, however, I have always hated ear buds so my opinion of the iPod buds

may be colored by my biases. You'll just have to try them out for yourself.

An intentional limitation built into the iPod is the ability (or lack thereof depending on your point of view) to only sync with one computer. When I first plugged my iPod into my computer, it asked me if I wanted this to be the main Mac I would use for syncing. I was fine with that as it would be the primary machine I would be using to store and manage my MP3 collection. But try and plug the iPod into another computer, and you only have one option: erase the contents of the iPod and then sync it with the current computer. This intentional limitation is Apple's effort to help prevent the theft of music (have you no-

ticed the very quick "Don't Steal Music" tagline on the iPod commercial? Comical.) and to prevent the RIAA from suing them. Now, I don't want to get off on a rant here, but this limitation is asinine. With the limited drive space available on my iBook, I most certainly am not going to waste 5 GB on MP3s when I need space for real work. What if I wanted to manage my playlists on the road? I can't, thanks to this limitation. And there's no good reason for this limitation. It needs to go away.

And yes, I read the rant...er, commentary last month about artists not being paid for music. And I agree—the creators of the work most certainly need to be paid for it. I don't work for free (AMUG Board notwithstanding) and neither should they. But I draw the line at record companies infringing on my

right to listen to my music how I choose to listen to it. The record companies and the RIAA are interfering with my fair use rights. And their, and the artists', right to make money does NOT supersede my rights.

But I digress. Back to the topic at hand. Even with its minor flaws, the iPod is simply the best MP3 player on the market today. If you own a recent Mac with FireWire and would like the ability to take your music with you, consider an iPod. It won't come cheap, but you won't regret it either.



Courtesy of Apple

Photoshop Comes to Mac OS X

CONTINUED FROM PAGE 2

Photoshop 7.0 also ships, as usual, with ImageReady 7.0 (up from 3.0 to bring the version numbers together). The new version features a new Roll-overs palette, which should make it much easier to create complicated sets of rollovers, and a new Watermark feature, which you can use to create watermarks that contain copyright info, photo credits, or other bits of information. In addition, you can now use ImageReady to create semitransparent GIFs using an option called "dithering transparency", to help your GIFs stay attractive and less jagged on more background colors. This is accomplished, as well as quickly mapping your transparencies, via the Color Table.

Now for the bad news: As a Photoshop user, you may depend on using Photoshop plug-ins for just about any effect or correction. Many of these plug-ins are written by third-party developers, who must now rewrite their plug-ins to work with OS X. Most of the current plug-ins and filters that worked with Photoshop 6 will still work with Photoshop 7, but only when run in OS 9 or Classic mode. You may have to wait quite a while for these third-parties to rewrite their plug-ins and filters.

There are other issues that have yet to be addressed. Photoshop still does not let you edit keyboard shortcuts. Enhancements such as dynamic filters in After Effects still have not been included in Photoshop, and a comparable red-eye reduction filter (as in Photoshop Elements) is still missing. In spite of these shortcomings, though, the newest version of Photoshop appears to be just what we've been waiting for.

Photoshop 7 will ship in the second quarter of 2002. The estimated street price is \$609, and the upgrade price is \$149 to move to 7.0 from earlier versions.

Reviewer's Rating: 5 peaches



How Do You Use Your Mac?

William Moss, Mac User
(william_moss@atlmug.org)

I grew up in Athens, Georgia using an Apple II+ computer in middle and high school. At home I used a Franklin Ace 1200; it's an Apple II clone that has the distinction of being one of the first companies sued out of the market by Apple's legal department. I sharpened my wits with AppleSoft Basic, Apple DOS 3.3, and all sorts of software from companies like Beagle Brothers, Infocom, and Ashton-Tate.

My first exposure to the Mac was my high school biology teacher who bought an early Mac and produced some stunning work (his tests were a work of art to look at, but very challenging to pass). Additionally, as part of the high school yearbook staff (back in the days when yearbooks had to be laid out by hand) I rented time on a Mac at a local copy center replacing huge custom typeset charges by typing Helvetica text into MacWrite and printing it out to a LaserWriter. While this may seem mundane today, it was avant garde way back then.

In the late eighties, I went to Georgia Tech where I had much more intensive exposure to both Macs and PCs, as well as the Internet. My co-op job at an iron foundry near Augusta inflicted working with Lotus Symphony, Progress 4GL, and WordPerfect. But my engineering studies actually involved a far heavier reliance on Macs with programs like Mathematica, Hypercard, Wingz, StatView, and Lindo. It's a shame that the Mac scientific market stagnated for so long, but it's nice to see Mac OS X starting to bring new life to this area.

Since college I worked at Harland before being invited to be a FileMaker consultant by Chris Moyer Consulting

where I worked for a number of years. Today, I work for the Atlanta Journal-Constitution.

Present

Dubbed by one coworker as the bat cave, my desk at work has a G4, a Dell running Windows 2000, and an old 9600 serving FileMaker web databases on the company intranet. My job is called a Digital Technologies Specialist. Trying to explain exactly what that is would be an article completely unto itself, but put briefly it requires being skilled in many different technologies from Photoshop to Perl, and more importantly to be able to learn new technologies very quickly.

Personally, I use a low-end Titanium Powerbook running Mac OS X. Even with the stock 128MB of RAM and 10GB of disk space it runs beautifully and I'm very happy with its performance.

One of my hobbies is studying computer programming. Even though computer science wasn't my major, it's always been a fascinating interest of mine. I've tried to master the art of programming for Mac OS X, but I still have a great deal to learn. I used to write articles for <http://www.cocoaDevCentral.com> (a couple of them on learning C are still there), but I've had to drop out of that for a lack of free time.

Another of my hobbies that involves the Mac is making iMovies. I started out by borrowing a friend's digital camera, but I've since bought my own. I've made a number of family reunion videos (a couple of which my nephews will probably hate when they get old enough to understand them). I've made a few training videos. And I've also started making some quick clips for

AMUG (you may see these in a general meeting if I get them finished). The ease of editing footage into something creative is very empowering. Sometimes I make short clips "just for fun" with no particular audience in mind. It's a very relaxing creative outlet that I wouldn't be able to do without the Mac. Now I've started working with Stan Allen to revive AMUG's Multimedia Special Interest Group. I'm certainly not an expert with the world of digital technology, but I'm happy to share what I know and eager to hear from others who have experience in this field.

My Favorite Websites

- <http://www.stepwise.com>, <http://www.cocoadev.com>, and <http://www.cocoadevcentral.com> have good Cocoa programming tutorials.
- <http://www.dvgarage.com> and <http://www.2-pop.com> are great sources of digital video information.
- <http://www.slashdot.org> and <http://www.theregus.com> are good sources of daily computer information and scuttlebutt (though not Mac-specific).
- <http://www.chezmark.com> is a great place to visit for weekly mac reviews when you get overwhelmed by the huge flow of material that goes through <http://www.versiontracker.com>.
- <http://www.emulation.net> is great for finding old computer emulators (like the Apple II) The astronomy picture of the day is a fascinating place to visit.

I'm glad to be a part of AMUG (I have no idea when I first joined many years ago) and I hope more people will volunteer to help out with the group.



*How do you use your Mac?
Write in and let us know!*

being successful. This lawsuit is broader in scope than the lawsuit filed by Sun in 1997 alleging breach of contract; as part of that settlement, Microsoft agreed to pay \$20 million and adopt a new Java licensing agreement.

IomegaWare Now Carbonized

Iomega has updated its IomegaWare drivers and tools to version 3.5. This version, a free update, now runs in OS X as well as OS 8.6 and higher and can be downloaded from <http://www.iomega.com>.

Be Inc. Closes Its Doors For Good

As of March 15th, Be Inc. no longer existed as a company. Be Inc., founded in 1990 by former Apple CEO Jean-Louis Gassée, produced the Be OS, which ran on PowerPC computers. Palm Inc. bought Be Inc.'s intellectual property

assets last year. In February 2002 Be filed a suit against Microsoft Corp. for the "destruction of Be's business resulting from the anticompetitive business practices of Microsoft."

Apple came close to buying Be Inc. in 1997 but instead bought NeXT, basing much of what we know as Mac OS X on NeXT's operating system.

Harry Potter Comes to the Mac

Aspyr Media has begun shipping "Harry Potter and the Sorcerer's Stone" for the Mac. It runs on Mac OS 8.6-9.x (with CarbonLib extensions installed) and OS X. In this game you explore Hogwarts School of Magic while solving puzzles and fighting enemies. You can also take a break from exploring and play Quid-ditch (ask your kids what that is). <http://www.aspyr.com/mini-sites/potter/>

Final Cut Pro 3.0.1 Update Available
Apple's update for Final Cut Pro. It fixes

problems with the app unexpectedly quitting. The update is available at <http://docs.info.apple.com/article.html?artnum=120100>

Apple Releases OS 10.1.3 Update

Apple has released OS 10.1.3 Update. This update improves the reliability of Mac OS X applications, and includes security features and new and updated support for peripherals.

Symantec Updates Products for OS X

Symantec has released new versions of its product line to run on OS X: Norton Antivirus 8.0, Norton Personal Firewall 2.0, Norton Internet Security 2.0, Norton Utilities 7.0, and Norton SystemWorks 2.0. All of these will run in OS X as well as 8.1-9.x. Norton Antivirus is already shipping. All other products listed are scheduled to ship the second week of April. http://www.symantec.com/consumer_products/home-mac.html

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TIPS AND TRICKS

David Whitehead, Publicity Director
(david_whitehead@atlmug.org)

Make OS X More Like OS 9

For those old school Mac users, making the jump to OS X can be a daunting task. Much has changed about the user interface and requires us to re-learn navigation that had become automatic. And many of the features we've taken for granted are either modified heavily or are gone completely. Those missing features and the unfamiliarity of Aqua make for quite a period of adjustment before our Macs start to feel like they're "ours" again.

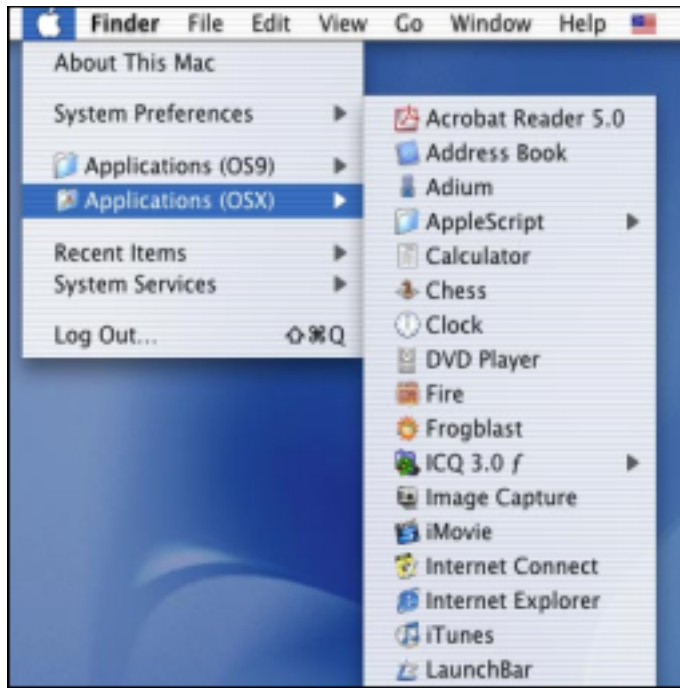
But thanks to some industrious shareware authors, you can add back some of the features Apple felt necessary to remove (or just haven't had time to implement) so you can feel more at home again.

One of the first things you'll notice in OS X is the missing Apple Menu.

For 15 years, Mac users have used this as one of the primary methods of navigating their system. With FruitMenu from Unsanity (shareware, \$7; <http://www.unsanity.com/haxies.php>), you can build your own Apple Menu complete with applications, hard drives and whatever shortcuts you need to organize your Apple Menu the way you want it [see our review of FruitMenu in

Maclanta, Jan. 2002 issue. -Ed].

Another handy utility from our friends at Unsanity is Windowshade X (shareware, \$7). Instead of minimizing your windows to the Dock (which can



FruitMenu

become unwieldy at times), Windowshade X returns your ability "roll-up" windows out of your way.

If you're a fan of the Appearance Sounds in OS 9, a small utility from Unsanity (do you get the feeling they liked some things in OS 9?) called Xounds (shareware, \$7) will give you audio feedback again for navigating menus and windows.



Zounds! Sounds by Xounds!

And while OS X does offer the option of having hard drives and removable media appear on the desktop, it's still not quite the same as the OS

9 desktop with the trash missing. Trash X from Northern Software rectifies that and also adds some additional features (like "shred"—think

secure delete) to make it worth the shareware fee (shareware, \$6.95; <http://homepage.mac.com/northernSW/trashx.html>).

And while it doesn't directly make OS 9 features available in OS X, another utility that needs to be on your



TinkerTool, a must-have

Mac is TinkerTool (freeware; <http://www.bresink.de/osx/TinkerTool2.html>). A handy utility from XX, TinkerTool allows you to customize many of the ways you interact with OS X. It's a must-have for any machine running OS X.

All utilities are available at VersionTracker and each costs less than \$10, but go a long way in making the long-time Mac user feel more at home in OS X. If you're thinking about making the jump to OS X and need some "comfort utilities," these just might make you feel more at home (and not your home directory).



Do you have a tip or trick to share? Send it in to
robert_cameron@atlmug.org

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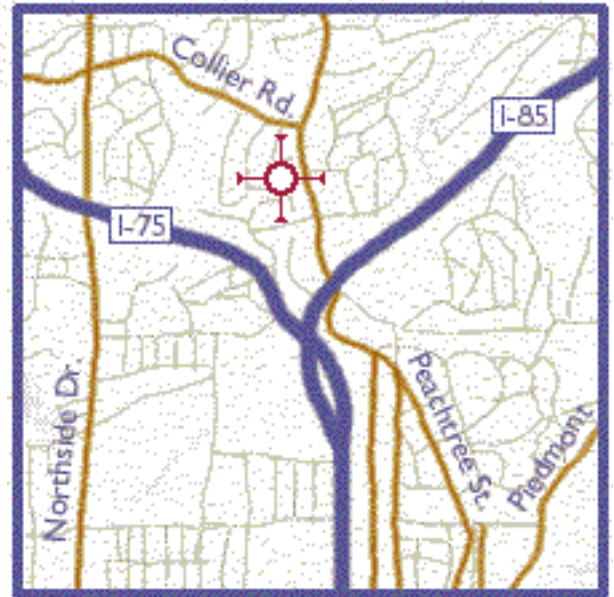
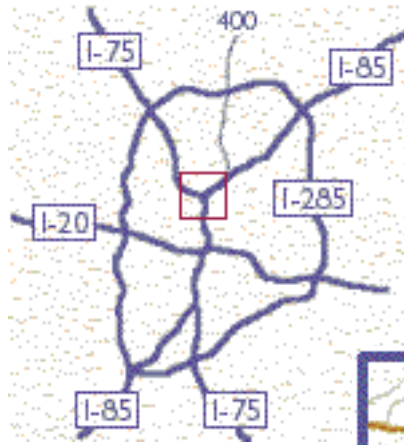
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www.360works.com

AMUG meets every 3rd Tuesday of the month at Macquarium (1800 Peachtree Street NW, Suite 250; 404-554-4000).

Meetings start at 7 pm and consist of a 30-minute Q & A session followed by a major presenter and then a raffle for free software, hardware, and stuff.

Go to <http://www.amugonline.org/meetings/> for detailed driving directions.



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