



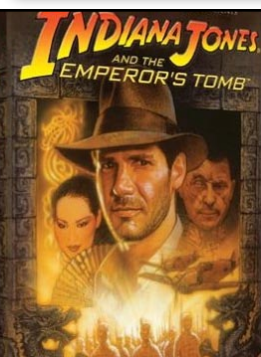
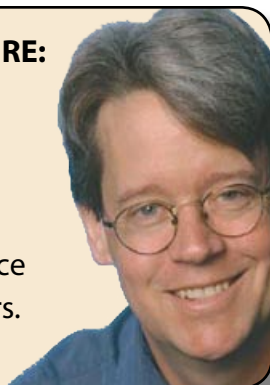
MacLanta

NEW FEATURE:

Mac 911

MacWorld's Christopher Breen offers how-to advice for Mac Users.

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NEW FEATURE:

Mac Game Walkthru

Mary Frey gives a player's look at Indy's latest.

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First OS X “Virus” discovered, found to be mostly harmless

Todd Johnson

Newsletter director

On April 8, Mac OS X users read alerts about their first “virus.” This appearance caused some to panic, while others took its discovery with a grain of salt, and some even claimed it to be an outright hoax.

Now that the initial dust cloud has settled, one thing is apparent. MP3Concept is real, but as of now, it has no teeth.

When a virus is not a virus

Actually, MP3Concept is not a virus, it is a Trojan horse. Some readers may be a little hazy on the fine points of malware names, so to put in layman's terms: A “virus” is a self-perpetuating file-dependent piece of code that can infect itself into other files (documents, apps, etc.). A “trojan horse” is an application that is camouflaged in some way to dupe a user into launching it. And a “worm” is similar to a Trojan horse in that it requires a dupe (or a system bug) to actually launch it; except that while a Trojan depends on being actively distributed to unwitting victims, a worm can perpetuate itself by hopping on email, a network, a disk, or whatever and riding to another unsuspecting user's computer.

MP3Concept is an application that conceals itself as an MP3 file. MP3 data is actually embedded in the file, so if you open the file with iTunes or another MP3 player, it will play normally. But if you double click the file to open it, because it is actually an application, the trojan horse launches. It then opens iTunes and proceeds to play the music data. The easiest

way to see the trojan horse's true colors is in the Get Info window for the file, as seen in the screen capture in this article.

MP3Concept was initially announced by a lesser known developer of Mac anti-virus software. Intego — the makers of VirusBarrier, ContentBarrier, and other security products — made a press release of the “virus”, and announced it on their web site on the day of its discovery. The initial release caused panic for many Mac users, as the release was worded in such a way that reader could easily misconstrue that in its current form, MP3Concept could “Delete all of a user's personal files, send an email message containing a copy of itself to other users, or infect other MP3, JPEG, GIF or

Quicktime files.” Their alert was followed in the press release by a sales pitch: “Intego develops and sells desktop security and privacy software for Macintosh... VirusBarrier eradicates this Trojan horse, and Intego remains diligent to ensure that VirusBarrier will also eradicate any future viruses....”

The alarmist tone in the announcement, as well as the lack of an announcement by Apple or any of the better-known security developers, prompted many to claim that this was a hoax dreamed up by Intego to dupe people into buying their product. Flame wars ignited on blogs and forums across the Internet.

The rest of the story

On April 9, Symantec and Apple made announcements to confirm the existence of MP3Concept. In the form it was discovered, the

More Online

Web links for more details on
MP3Concept:
www.intego.com/news/pr40.html

<http://securityresponse.symantec.com/avcenter/venc/data/mp3concept.html>

<http://www.wired.com/news/mac/0,2125,63000,00.html>



From the President

Chris Waldrip <chris_waldrip@amugonline.org>

FACUG conference a wealth of knowledge for user groups

Every March the Florida Association of Computer User Groups (FACUG) holds their Spring conference in Central Florida.

This gathering of leaders from member Computer User Groups offers attendees the opportunity to compare notes and air issues and concerns that effect all computer user groups. And once again AMUG participated in this gathering of over forty computer user groups.

Now, you may have noticed that this organization is in Florida, and you may be asking why AMUG is involved with it. The answer is simple, there isn't an active, equivalent, organization in Georgia. But in an example of how your Board is working for you we try and make this conference every year.

FACUG offers a unique experience for your Board of Directors to talk one-on-one, and in round-table sessions with

leaders from other groups. Its reassuring to hear that the issues our organization faces aren't ours alone, and that other organizations face issues more serious or perplexing that we have ever faced.

Already we've implemented some ideas from FACUG, and we hope to do more for the group in the coming months.

And on a related note, our March General meeting featured the debut of our major door prizes. Long time member Henry Milson was the lucky winner of an iPod Mini just for being a member in attendance with the lucky ticket. Look for another major door prize in a couple of months, and an even bigger prize at the end of the year.



-Chris Waldrip
President
Atlanta Macintosh Users Group



Representing AMUG: (Pictured l to r) Board members Jay Cann (Programming Director), Paul Quinnell (Publicity Director), and Chris Waldrip (President) pose with Rose Lynn of Gold Coast (Fla.) Mac Users Group (back).

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Virus

Continued from Page 1

Trojan is totally benign. It has been labeled a “proof of concept,” which means it was done to test the possibility of passing on a Trojan in this format. Symantec’s announcement also informed worried Mac users that this Trojan has not been released “into the wild,” and that future virus definitions would recognize and prevent similar apps from being able to deliver a payload. Apple’s announcement also stated that they were working closely with the security developers to remedy the security vulnerability which allows applications to appear as documents in the finder.

Much ado about...

In other words, back to your lives citizens, there’s nothing to see here. The Trojan is real, but is totally harmless. While this “proof of concept” could be developed further to cause some form of mischief, the potential of the Trojan in Intego’s press release is totally speculative, and in reality, mostly impossible.

A Trojan horse — being a Trojan horse, and not a virus — cannot “infect other MP3, JPEG...” and etc. files. Any application, including malware, cannot install itself at the system level of your Mac without a confirmation and password from an administrator. And the nature of Apple’s Address Book and Mail.app would not allow such an app to transparently email itself to other users either. The only way you could invisibly transfer an email to someone on a Mac would be through Unix’ Sendmail/Postfix (depending on which version of OS X you have), and these are disabled in Mac OS X unless a user enables them in the command line as root. And then once it were transferred via email, the resource fork of the Trojan would be stripped and the application would no longer be executable.

In fact the worst thing that a future strain of this virus could possibly do would be to delete the contents of your home folder, deleting itself in the process since it would be somewhere in there as well. This could be an inconvenience to most users, but you do back up your home folder regularly, don’t you?

To quote Dave Schroeder on the MacNN.com web site, “You will likely do more damage sending out a friendly email message politely asking people to move their home directories to the trash.”

All of this sets MP3Concept apart from the scores of PC malware that appears on a monthly basis on Windows, using Windows security holes to worm its way unwittingly through computers, that can install itself, run and spread without a user’s knowledge or consent.

Intego now stands with egg on its face in many Mac circles.

Wired ran a column on their web site the following day interviewing Apple developers and security specialists, most of whom outright accused Intego of distorting their press release to stir up purchases of their software out of fear.

Dave Schroeder, a systems engineer with the University of Wisconsin, was quoted in this article, “They gave the impression that this is a threat, but it isn’t. It is a benign proof of concept that was posted to a newsgroup. It isn’t in the wild, and can’t be spread in the wild. It’s a non-issue.”

Intego has since released a FAQ on their web site that attempts to explain their rationale of bypassing Apple protocol

and announcing the Trojan before Apple had prepared a statement. The FAQ, while it clarifies some of their original statements as theoretical, contains no apologies, and in fact contains a dig at their fellow security developers with the statement, “We don’t believe in waiting until the damage occurs, unlike some of our competitors.”

What we can learn

The one thing that MP3Concept does for Mac users is gives us one more reason to avoid piracy. The fact that MP3 you’re downloading on Limewire could carry a nasty surprise should be giving us more reason to depend on a legal music download source for our tunes. When you don’t know where that MP3 came from, you don’t even necessarily know that it is an MP3.

Looking through the years, a majority of Mac viruses were initiated, and sometimes perpetuated, through piracy. This is partially because the Mac OS security has long been much more secure than Windows to the point that most Mac malware depended on duping the user rather than running without knowledge or consent. Also possibly partly due to the nature of Mac users. We’re the outsiders, the individualists, the users of a platform that was built by pirates, and many of us have that streak of “Ye, Arrrgh!” in us.

In a way, we probably should be flattered by the fact that — for the first time in years — someone took the time to write a

concept malware for Macs. If anything, it shows that Apple’s influence in the computer world is growing, and growing enough to actually warrant the attention of hackers who could spend their time much better and with way more victims by focusing on Windows.

Keep your software legal, keep your security patches in place, install and keep up to date with a virus package of your choice (not as much for your own protection, as to kill all the virus emails you get from your Windows buddies), and relax in the knowledge that you are still way more secure than on a PC, and always will be.



Its true face: simply getting into (cmd-i) on a copy of the Trojan horse shows the file's true nature as an application, not a document.





Mac 911 Help Desk

Christopher Breen

Get your Netscape bookmarks back

Although this month's Mac 911 fails to turn straw into gold, water into wine, or frogs into princes, it does offer slightly less-miraculous methods for converting your old Netscape bookmarks into bookmarks for the current Netscape, turning slide shows into Web pages, and dividing drawn-out discourses.

Change of Address

I've collected several hundred URLs in Netscape 4.7 by dragging and dropping the small icons at the left end of the Location field onto the desktop (where they turn into bookmark files). Then I upgraded to Netscape 7. Now when I double-click on one of the old icons, it opens as a file in Netscape, rather than directing my browser to the site. Is there a way to convert my older bookmarks to work with Netscape 7?

-- A. E. Siegman, Stanford, California

There is. Download, install, and launch a copy of Alco Blom's \$25 URL Manager Pro (www.url-manager.com). Create a new folder by selecting New Folder from the Bookmarks menu, and give it an intuitive name such as Convert. Drag your URLs into this folder and, once they appear, drag them right out again. This converts them into Web Internet Location files. Double-click on one of these files, and your default Web browser will launch and whisk you to the Web site associated with that URL.

Picture Disc

I read an article in a recent issue of PC Magazine that described how to create an HTML file with relative links to photos on a CD-ROM. It contained a lot of HTML code. Is there an easier way to do this on the Mac?

-- John Peterson, Manhattan Beach, California

This can be more difficult on a PC because of Windows' insistence on assigning letters to media drives and hard drives. And that, dear John, is Why Windows Stinks: Reason 9,862.

There's no need to write a single smidgen of HTML code to accomplish this task on a Mac. Just launch iPhoto 2, select the photos you'd like to add to your disc, and select the Export command from iPhoto's File menu. In the resulting Export Photos window, click on the Web Page tab and enter a title for your photo album in the Title field (MyCoolPix, for example).

If you care to, change the settings for the number of columns and rows of pictures, as well as for the size of the thumbnails and images, on the HTML pages iPhoto generates. Click on the Export button; in the sheet that appears, create a new folder to store the HTML files in. Select this new folder and click OK.

Your collection of photos will be saved as a series of HTML index files that display thumbnails of your pictures, as well as folders that contain those thumbnails and the full image files. Insert a blank CD, copy the folder you created to the CD, and burn the CD. To browse the finished CD, simply shove it into a Mac or a PC and double-click on the index page (which, using the earlier example, would be called MyCoolPix.html). The computer's default browser will open, revealing the first page of the index, replete with thumbnails of your pictures. Click on a thumbnail to view the full image.

Broken Recording

We record the ministers in our church and then transfer the resulting audio files to a Mac, so we can make CD copies for members. We'd like to insert a break in the audio every 10 minutes, so members can choose a point at which to start listening. Is there a program that inserts such breaks automatically?

-- Stan Bemel, Portland, Oregon

I'd tackle such a project by dividing the sermons into separate, 10-minute audio files and then burning those files -- in order -- to CD. Creating such audio files is a cinch with Hairer-Soft's \$25 Amadeus II (www.hairersoft.com/amadeus.html).

Just open the sound file in Amadeus (it can read AIFF, WAV, and MP3 files) and select Generate Marks from the Selection menu. In the resulting Generate Marks window, enter 10'00"000 in the Time Interval field to create markers that appear every 10 minutes in the track. Enter something in the Text field that hints at the contents of the files -- Sermon1, for example. Click on OK to dismiss the window.

From the same Selection menu, choose Split According To Marks. Click on OK in the Split window that appears. In the resulting Save As sheet, designate a location for your split files, select AIFF from the Format pop-up menu, and click on Save.

Amadeus will split your file into 10-minute increments and sequentially number the segments -- Sermon1 01, Sermon1 02, and Sermon1 03, for example. Load these segments into iTunes and then into a playlist, ensure that they're in the proper order, and burn them to disc.



Macworld contributing editor Chris Breen is the author of Macworld's tips and troubleshooting column, "Mac 911," as well as Secrets of the iPod: Second Edition and Mac 911 (Peachpit Press). Find Chris' books at www.amazon.com and www.peachpit.com. User Group Special: Get 12 issues of Macworld for \$12! Subscribe today at www.macworld.com/useroffer



Summary of the Board of Directors meetings

The following are condensed briefs of the meetings of the Board of Directors for the first quarter of 2004:

January 2004

A meeting of the Board of Directors of the Atlanta Macintosh Users Group was held on January 6, 2004 at MacQuarium. Seven board members were in attendance. Reports were presented by each officer and director. The Education Director is trying to find someone to lead the Programming SIG. In addition, a Gaming SIG is in the works. Planning and streamlining the publication of the Newsletter is being undertaken by the Newsletter Director; deadlines and advertising rates are being finalized. Content sharing among Newsletter, Telecom, and Publicity will be implemented.

Our Telecom Director is reviewing the current status of the Online Community and the AMUG web site. He will be meeting with the telecom staff to discuss any changes to better serve the needs of AMUG. The scheduled topics for the General Meetings were presented by the Programming Director; the February meeting will focus on Maintenance and Security issues.

The Board also took up the issue of insurance coverage during AMUG meetings and events. It was decided that the hosting facility will be responsible for liability insurance at such events.

Additional discussion at the meeting included participation at the upcoming FACUG (Florida Association of Computer User Groups) meeting; planning details for the MacLanta Xpo; creating a 20th. Anniversary AMUG logo; and budgeting for the volunteer awards.

February 2004

A meeting of the AMUG Board of Directors was held on February 3, 2004 at the Art Institute of Atlanta. Six board members were in attendance. The meeting began at 7:15 PM with reports from the various board members.

Dave Whitehead, our membership director, had good news to share. The implementation of a secure online membership form on the AMUG web site appears to be paying off — several membership applications were submitted online, and he was pleased with applications and renewals in the last month.

The winter edition of our newsletter, MacLanta, was distributed. Newsletter director, Todd Johnson, also reported that the redesign of the newsletter is in progress, including a logo com-

memorating AMUG's 20th Anniversary. He is also recruiting key individuals for his team and soliciting articles.

Our Education Director, Mary Frey, is still seeking a leader for the Programming SIG.

The evaluation of our telecommunications capabilities by Telecom Director, Stan Allen, continues. Stan made recommendations for some minor upgrades to our current servers and is exploring various improvements to the whole online experience on the Online Community as well as the AMUG web site. He also reminded the board that the servers will be moved to a new facility on February 14, and he will alert the membership of the downtime as a result of the move.

The meeting wrapped up at 8:32 PM after a round of discussions around the logo and activities for AMUG's 20th Anniversary.

Next Board Meeting

■
Tuesday,
May 4, 2004,
Art Institute of
Atlanta, Room 101
[www.amugonline.org/
directions/aia.shtml](http://www.amugonline.org/directions/aia.shtml)

March 2004

The AMUG Board of Directors (BoD) met on March 2, 2004 at the Art Institute of Atlanta. Seven board members were in attendance. The meeting began at 7:30 PM with reports from the board members.

Treasurer, Bruce Barrett, reported that for both January and February, AMUG's income exceeded expenses. The expenses included the conference fees for several Board members who will be attending the FACUG (Florida Association of Computer User Groups) meeting in March.

Mary Frey, our Education Director, has been busy trying to jump start several new Special Interest Groups (SIGs), including a Portable SIG and an iLife SIG. She is also working to get the Basic Systems Training SIG back on track.

The premiere issue of the 20th Anniversary Edition of MacLanta is in the works, thanks to the hard work of Newsletter Director, Todd Johnson.

Todd and Dave Whitehead (Membership Director) have also been busy designing the AMUG 20th Anniversary Logo. Several design samples were considered, and the BoD selected a final design, which will be optimized for various media.

The BoD also examined the results from the recent membership survey, which was provided by Dave Whitehead. 50 members participated in the survey, giving a 14% response rate. Overall, the results showed that there were no major complaints from the participants, but there were plenty of suggestions for the Newsletter, Online Community, General Meetings, and Web site. The BoD will be evaluating these suggestions. The results of the survey will be posted online.

The meeting concluded at 9:14 PM.



Lee Hoong

AMUG Secretary



Apple recaps MacWorld at Jan. AMUG meeting

By **Todd Johnson**

Newsletter Director

<newsletter@amugonline.org>

For those who missed the announcements made at MacWorld Expo in January by Apple CEO Steve Jobs, Representatives from Apple Computer came to deliver a personal presentation for members of the Atlanta Macintosh Users Group.

Molly Aiken and Juan Fernandez of Apple Enterprise Sales gave their presentation at the January General Meeting. They covered all of the topics discussed during Steve Jobs' keynote speech, and made time for Q & A from the members during and after the presentation. Among the topics discussed were:

XServe

Apple unveiled the latest models in their enterprise-level rack mount server, now based on the G5 processor.

Obvious additions to the XServe include two huge air scoops for ventilation in the front of the case to cool the hotter-running processor.

Apple also offers a newly revised **XServe RAID**. The XServe RAID offers

storage capacity of up to 3.5 terabytes (*that's 3,500 gigabytes, if you can even conceive that much storage.*) Apple has also gotten the XServe RAID certified for use in MS Windows Server, and Linux.

For video buffs

Apple also presented **Final Cut Express 2**, the latest upgrade to the budget-priced video editing suite.

Photo Gallery Online

Check out our web site for pictures of past meetings www.amugonline.org/meetings/photo_galleries/

A lower-cost version of their full-blown Final Cut Pro package, this program is anything but stripped down. For those who need a step above iMovie, this is iMovie on steroids. Final projects can be moved either to DVD Studio Pro or iDVD, so both pro DVD authors and home users alike can use FC Express' extensive video editing tools.

Getting personal

This MacWorld Expo was definitely one for the consumer. Home, amateur and semi-pro users walked away with the lion's share of announcements this year.

Among the product announcements for the consumer market was **The iPod**: The iPod is currently the leading MP3 player on the market, and the iTunes music store is the largest seller of legal music


downloads in the market, approximately 70% of the market.

Molly recapped (no pun intended) the **Pepsi iTunes promotion**, in which one million Pepsi bottle caps are imprinted with prize codes for a free song download from iTunes Music Store. One in three specially marked bottles is a winner.

Apple also unveiled the **iPod Mini**, a new lighter, ultra compact iPod with 4gb of storage, enough to carry 1,000 songs.

Also demonstrated was **iLife '04**, the latest suite of digital hub applications. Included in the new suite is **iPhoto 4**, which features a new selection of batch editing options, and much faster redraw and scrolling of images. Also included was **iDVD 4**, which sports an addition of many new themes.

Probably the most fun part of the presentation was where Juan demonstrated **GarageBand**, the latest addition to the iLife suite that allows you to compose your own music using live recordings, built-in synthesized musical instruments and Apple Loops, a large selection of prerecorded loopable instrument riffs that can be tied together to form entire band parts. Juan demonstrated the composition of a song by getting the audience to pick out loops to assemble into a song.

At the end of the program, the Apple reps played a video of the Va. Tech Supercomputer cluster, built from \$5.2 million worth of Apple Powermac G5's. This supercomputer setup pumps out 10.28 teraflops (*that's 10.28 trillion floating-point operations per second... a heck of a lot of math, in other words.*) 

General Meeting prize winners

January 2004

iLife '04

Laurent Cavalie
Jerry Etheridge

February 2004

Alsoft Diskwarrior
Lawrence Sharp

March 2004

iPod Mini

Henry Milsen

Additional summaries of AMUG General meetings:

February 2004

February featured Board Members Jay Cann, Programming Director, and Paul Quinnell, Publicity Director, speaking about Security and Maintenance issues, respectfully.

Jay highlighted the built-in security features native to Mac OS X as well as additional measures users can take to secure their systems.

Paul covered the various 3rd party, and built-in, disk utilities available for Mac OS X. Lawrence Sharp was the lucky winner of a copy of Alsoft's DiskWarrior.













March 2004

No one likes tax season, and AMUG tried to help our members use their Mac to give them a helping hand through this season as we took a look at tax preparation and accounting software. Chris Waldrip highlighted Intuit's TurboTax in recognition of the upcoming tax deadline.

Chris also demonstrated Intuit's Quicken for keeping track of personal finances, to help users make it easier to track finances and be ready to import their records directly TurboTax next year. With Intuit's Quicken bundled on every new eMac, iMac, and iBook, there's not much excuse to give it a try. It just might make your life easier.



AMUG 2004 General Meeting Schedule

	<p>January 20th</p> <p>MACWORLD RECAP</p> <ul style="list-style-type: none"> • Demo of iLife '04 • XServe Changes • New iPod Mini 		<p>July 20th</p> <p>APPLE</p> <ul style="list-style-type: none"> • The show-formerly-known-as-Macworld Update
	<p>February 17th</p> <p>MAC MAINTENANCE & SECURITY</p> <ul style="list-style-type: none"> • Description of OS X security model • Demo of security analysis software • Built-in OS X maintenance tasks/utilities • Third party maintenance utilities • Backup! 		<p>August 17th</p> <p>ADOBE</p>
	<p>March 16th</p> <p>TAX & MONEY SOFTWARE</p> <ul style="list-style-type: none"> • Overview of tax & money software for the Mac. 		<p>September 21st</p> <p>MICROSOFT</p> <ul style="list-style-type: none"> • Office 2004 • Virtual PC 7.0
	<p>April 20th</p> <p>MUSIC & SOUND</p> <ul style="list-style-type: none"> • Music Creation on the Mac • Application Overview • MIDI Demonstration • Equipment & Connections 		<p>October 19th</p> <p>HOME NETWORKING</p> <ul style="list-style-type: none"> • Setting up a home network • File & Print Sharing <ul style="list-style-type: none"> • Mac-to-Mac • Mac-to-Windows • Mac-to-Linux
	<p>May 15th</p> <p>GAMING!</p> <ul style="list-style-type: none"> • The State of Gaming on the Mac • Demo of Several Games/Genres • Cross-platform network gaming 		<p>November 16th</p> <p>TIPS, TRICK, UTILITIES & GADGETS</p> <ul style="list-style-type: none"> • What's the Cool Icon in your Dock? • Member's favorite tips, tricks, applications and neat gadgets
	<p>June 15th</p> <p>THE INTERNET</p> <ul style="list-style-type: none"> • It's not just the Web • Mac Network Software • FTP, RSS, P2P and other acronyms • Newsgroups, Instant Messaging & More 		<p>December 14th</p> <p>HOLIDAY MEETING</p> <ul style="list-style-type: none"> • Food, Fun, and Socializing

Please note that our General Meeting topics are subject to change. Please visit the AMUG web site, <http://www.amugonline.org>, for the most up-to-date meeting information.



Maclanta kicks off 20th with new look

Todd Johnson

Newsletter director

<newsletter@amugonline.org>

It's hard to believe that it was twenty years ago, a short mysterious commercial segment during the Super Bowl halftime ushered in the age of the Macintosh. I myself have been using the Mac for almost all of those years, since 1996 when I had my first experience in my college graphic design lab.



Todd Johnson

Newsletter Director

We're aware that members want more educational content, more how-to's, more reviews and tutorials. We'll deliver on that.

While this newsletter you hold in your hand is new territory for me as Newsletter Director, it has been there since the beginning of the Mac era. When AMUG started in 1984, the club published a newsletter called *The Fishwrap*. This was a large tabloid sized publication that was intended to be a contact and information resource for the MUG community. After all, this was way before what we know as the Internet now, and even before BBSes really had caught on with the general public.

Over the years, the Magazine changed its name — as you see it now, it grew in the Mac's heyday to a full color magazine, and consequently shrunk as the Mac market itself did during troubled times under the inept regime of Michael Spindler, and the short attention span of Gil Amelio.

As the Mac has started its revival, so have the Mac User Groups seen a gradual, but measurable, rise in their popularity. With new people coming to the Mac, it is more important than ever to have a community-based educational resource for the users to benefit from.

Hence the new *Maclanta* before you.

It is my intention as Newsletter Director to pump new life into the newsletter, and once again make it an educational and communication tool for our group.

The first priority is to get our publication back on a regular schedule. Due to staff shortages in the past, the regularity of *Maclanta* has suffered. That is going to change.

Thanks to the recent Members' Survey, we are aware that club members want more educational content, more how-to's more reviews and tutorials for the latest software. We're also going to be delivering on that.

In this issue I am proud to announce the beginning of new features that are geared towards the users' demands. **In Mac**

911 Help Desk, Macworld's Christopher Breen shares his how-to advice in *Maclanta*. Breen answers user questions as well as offers his own tips for common problems and handy time savers. Look for his column in every upcoming issue.

We are also beginning a series of game reviews called the **Mac Game Walkthru**. These are in depth, first person looks at Mac games from the player's perspective. More than a simple game review. Mary Frey is kicking off the feature with a look at the latest *Indiana Jones* installment from Aspyr, and next issue explores all the angles of *The Sims Superstar*.

Also starting this issue you will have complete coverage of club happenings in our **Club News** section. The center pages of our publication will contain information on the past and upcoming meetings, special events and other club functions in every issue. Our club secretary will provide a summary of the monthly Board of Directors meeting to help keep members informed of what's going on in your club, and a summary of our General Meetings geared for those of you who miss them.

I also hope to kick up a new feature called **The Business Mac**. This article will feature area businesses who run their business on the Mac. If you have a mac-based business, and you run your business on the Mac, we'd like to hear from you. We want to hear from non-typical Mac businesses, if you have a graphics or design-related business, we'd still like to hear from you, but we especially want to hear from businesses that illustrate the Macintosh truly is a computer for business.

One business we will not consider profiling for Business Mac is a computer consulting business. However, if you are a consultant, and you want to profile a client who has a Mac based business, that's fine as long as they consent to be profiled.

Because this is your newsletter, we want your feedback on what we can do to make *Maclanta* even better. Feel free to send your comments to me at newsletter@amugonline.org.

I also need the help of dedicated contributors for *Maclanta*. I am in need of a Circulation Manager, who will be responsible for pickup of the printed newsletter and mailing it. I also need staff willing to write reviews and articles for the newsletter. If you are interested in helping out, you can email me at the address above, or flag me down at the next General Meeting.

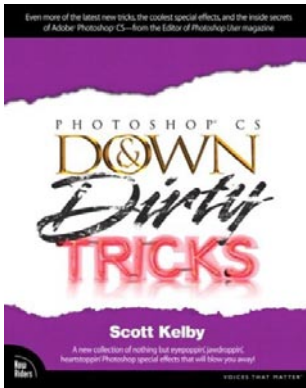
If you've got some software or game you'd like to review, let me know. I'm willing to consider any article submitted to us from a member, and look forward to a diverse selection of writers. Here's your chance for 15 minutes of fame.

This is a great time for the Macintosh, and a great time for Mac users. I'm looking forward to the next two years as Newsletter Director.





Photoshop guru updates book for CS



Photoshop CS Down & Dirty Tricks By Scott Kelby

New Riders Publications
www.scottkelby.com
ISBN 0-735-71353-7
Price \$39.99.

Once again, Scott Kelby has come out with a “must own” book that gives you all of the coolest features of a product, explained in a way that nearly anyone can actually try for themselves. Yet again, I find myself “dog-ear” crazy with almost as many corners as there are pages in this fun book of knowledge. If you have Photoshop CS, you have to have this book. Experience level isn’t the key since even the most expert PS users will love this latest offering.

It is fun to suddenly have Kelby’s help to make that light bulb over your head light up.

Likes

Like other Kelby books, this one is not only full of information that you will just want to try and play with, but it looks good, too. Beautifully laid out and designed in its own right, each page features great sidebar info and tips that further help make the most of Adobe’s flagship product. In particular, there are tips that will help small and home business users look like they’ve spent thousands on marketing when they’ve simply done it all themselves. Digital photography, text effects, logo

designs and advertising design tricks are all there and explained so that anyone can really do them all. It is fun to suddenly have Kelby’s help to make that light bulb over your head light up.

Dislikes

I want more! If you are listening, Scott; how about volume 2?!

How does this product compare?

While there are a few decent Photoshop CS books, none give you this kind of “coolness factor.” This is not only great information that isn’t in textbook format, but it looks great teaching you to use Photoshop CS in the way it was intended...your way.

Who Might Enjoy This Product? Again, if you have Photoshop CS, you must have this book.

Final Thoughts. Ok, so it’s no secret that I’m a Kelby fan.

Every time I watch him present, I learn something. The same goes for his books and videos. I have used Photoshop in its various incarnations since v1.0 and still feel that I have a lot to learn about it. The key, for me, is in keeping my interest and showing me things I can really use - both

as a professional and for home use - so that I can produce the kind of images that I envision in my own head.

Overall rating

5 out of 5 stars EXCELLENT



Daniel East is the founder and president of The Mid-Atlantic Macintosh User Groups Team (MaMUGs) - a division of The Apple Groups Team; a member of The Apple Consultants Network (ACN); a member of The Apple Developer Connection (ACN); a panelist on “PC Talk Radio;” a live speaker/presenter and a freelance columnist for several Mac publications.

Volunteers needed for Maclanta Expo 2004

AMUG is putting out the call for volunteers to assist with the upcoming installment of the Maclanta Xpo in September.

For those who may not know, the Xpo is an annual event that features educational classes for members and non-members, a swap meet for new and used computers and stuff, and an auction at the end of the day where great deals can be had for the highest bid. All proceeds from the Xpo benefit AMUG.

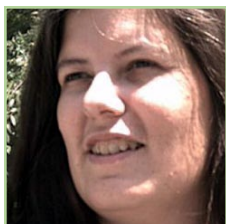
We are looking for instructors, to teach various classes. If you

have an area of expertise you would like to lead a workshop on, we need you. We’re open to suggestions on topics to offer in the workshops.

We also need volunteers to staff the event, doing everything from manning the ticket counters to setting up and taking down the event.

Anyone interested should contact Mary Frey, the education director, at education@amugonline.org



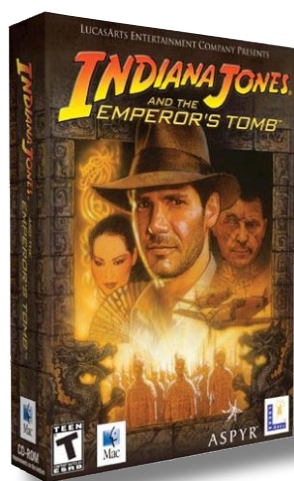


Mac Game Walkthru

Mary Frey <mary_frey@amugonline.org>

Indy's latest jaunt comes to the Mac

What movie-inspired, game's video remains on the New Release wall of your local video rental store year after year? Well, that would be all of the Indiana Jones movies. Twenty years later and Indy still rules, but not just in the Movies section. Try checking out the Video Games section of your local store.



Indiana Jones and the Emperor's Tomb

Requirements:

Mac OS 10.2.6 +
800mhz G4, 256mb RAM
Radeon 7000 32mb

Aspyr Media

www.aspyr.com

Price \$39.99

In Indiana Jones and the Emperor's Tomb, you *are* Indiana Jones and its up to you to find and protect the "Heart of the Dragon." To find this artifact, you will have 10 levels, numerous puzzles and swift combat encounters at every turn. Find all three pieces of the Dragon Seal Key and you are good to go.

First impressions

This game won big points with me before I even hit the "New Game" button. I am very impressed by games with fast initial load times, and Indiana Jones did not let me down. There is no greater deterrent to a video game than to have it take so long to load, that you are on to other projects by the time it gets to that first menu, and you end up abandoning it altogether.

The first step of your mission is to find the gates of the Lost City through the viney, overgrown, forested back drop known as Ceylon (a.k.a. present day Sri Lanka). The game manages to capture the very essence of a hard trek over ancient stone works and through the sometimes unforgivable environment of earthquake-ridden rain forests.

Indy's body movements and actions are reminiscent of Lara Croft, only better. Indy flexes and appears agitated if he stands in one spot too long. As he loses energy, he is visibly worn out and his breathing, heavy. Its very life-like — at least on my G4 tower. The graphics are superb and the game, challenging. Even better, the music precisely puts you in the mood for adventure.

Strategy

Just when you think you have your next three moves planned out, an earthquake erupts, tearing the ground apart. Stone pillars are crashing down all around you and the floor rips apart to block your only escape...or has it? Explore, explore, explore.

Grab everything. Keep your canteen full and your health thermometer at the max and you are on your way to the next adventure. There are fewer controls to worry about which can be a blessing — or a curse depending on what you are used to having at your fingertips to control your main characters. Keep in mind that some weapons have uses other than to maim your attackers. For example, your whip turns into a handy swing for getting from one side of the property to another.

Walkthru

Evil Ivory thieves will be your first encounter of the "bad guys" in this game. Aspyr follows that up with progressively worse meanies. Nazis, soldiers, ninjas, ghosts, and crocs round out the set of characters you will encounter.

Indy brought out some great moves, some of the best I've seen: elbow to the neck, sucker punches, kicking, shimmying, and more. I could almost envision voice bubbles like TV's Batman exclaiming, "Pow!" "Zap!" "Bam!" It's just way too cool!

However, if hand-to-hand combat isn't your thing, take a gander at your weapons: machetes, whips, pistols, machine guns, crossbows, grenades, and numerous others.

From Ceylon, the adventure takes you to Prague where through a mishap, you will find yourself relocated to Istanbul. Fight your way out of your cell and through caverns and subterranean canals to get out and on to Hong Kong. Eventually you will wind up at The Netherworld where you will face Kai. Marshal Kai is a representative of China's Ministry of Culture. While claiming to be an expert in Chinese culture and folklore, Kai travels the globe to reclaim stolen ancient Chinese artifacts. In order to finish out the game, you've got to get that "Heart of the Dragon" from him.

The rest of the adventure takes place at an island in the South China Sea and finishes up at the Emperor's Tomb.

All of the levels you will appear in are set in unique locales such as the exotic locale of Ceylon, a 15th century castle that looms over Prague, a crocodile-infested underwater palace in Istanbul, and a mountaintop fortress in China. The detailed locations result in a genuine, player-involved, more Indy-like gameplay experience. The various sets include movie-like action sequences, including a rickshaw chase in Hong Kong and a spine-tingling battle atop moving gondolas.

If things get too crazy, there's always the 128-page strategy guide. If you are not an avid reader then you can reset the level of game play. There are varying degrees of complexity which you can set at the beginning of the game. So get out of the movies and into the game, where you don't know the ending. 🍏



Membership Application

Atlanta Macintosh Users Group
P.O. Box 15130, Atlanta, GA 30333-0130

To join, fill out and print this page, attach your check (or fill in the required credit card information), and mail to the address shown above. Membership fees are non-refundable (if for some strange reason you choose to cancel your membership).

Membership Category:

☐ Join AMUG☐ Renew my membership

☐ Regular Membership

\$40 per year.

Membership Benefits: Admission to General Meetings; 1-year MacIntosh Newsletter Subscription filled with tips, tricks and reviews; special "Members-only" discounts on hardware and software; one account with full member access to the AMUG Online Community.

☐ Household Membership

\$10 per year.

Requires one household member to hold Regular Membership. Additional Household Members may join for \$10 each. Membership benefits are the same as a Regular Member, except only one Newsletter will be mailed per address. Those under 18 will require written parental permission before receiving an Online Community Account.

☐ Student Membership

\$25 per year.

Copy of student I.D. and current class registration required for this level of membership. Membership benefits are the same as a Regular Membership.

☐ Corporate Membership

\$105 per year.

Includes 3 memberships. Additional members may be added at \$35 each. Corporate membership benefits include: Admission to General Meetings; 1-year MacIntosh Newsletter Subscription filled with tips, tricks and reviews; special "Members-only" discounts on hardware and software; three accounts with full member access to the AMUG Online Community.

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Amount of RAM?	Mac OS Version?	<input type="checkbox"/> Newsletter <input type="checkbox"/> Publicity <input type="checkbox"/> Online Community	
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Credit Card Number	Expiration Date		

Directions to General Meetings at Macquarium

1800 Peachtree Street, NW
Suite 250, Atlanta, GA
404-554-4000

From I-85 South

Take Peachtree Street exit 86. This exit becomes GA-13 S. Take Peachtree Street exit ramp towards Buckhead. Merge onto Peachtree Rd. NE. Travel approximately one-half mile, Macquarium building is on your left. Parking entrance is on far side of Macquarium sign next to R. Thomas.

From I-75 South

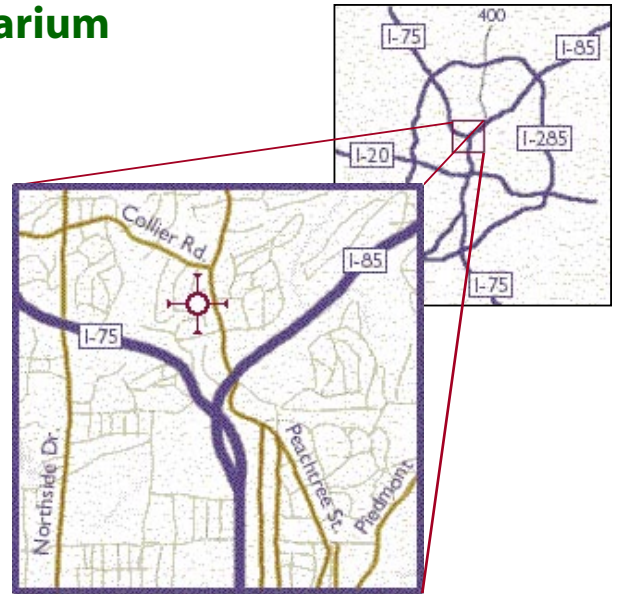
Take the Howell Mill/ Northside Drive Exit (#252). Go to the second ramp, which is Northside Drive. Turn left off the ramp onto Northside Drive. Go Approximately 1/2 mile to Collier Road and Turn Right. Follow Collier road 9/10 of a mile until it ends at Peachtree Street, then turn right. Macquarium is about 100 yards on the right.

From I-20

Head towards 75/85 connector. Go north on 75/85. Take the 14th / 10th Street exit. Pass over 10th street. Turn right onto 14th Street. Turn left onto Peachtree. Macquarium building is on your left, approximately one mile. Parking entrance is on far side of Macquarium sign next to R. Thomas.

From Ga. 400 South

Take the Sidney Marcus Blvd. exit, towards Piedmont Rd. Turn Left onto Sidney Marcus Blvd. Take the US-19 North/ Peachtree St. ramp North, towards Buckhead. Merge onto Peachtree Rd. NE. Travel approximately one-half mile, Macquarium building is on your left. Parking entrance is on far side of Macquarium sign next to R. Thomas.



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