

# double-click

July 2002



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## From the Editor

Summer-time and the living is easy. Bruce and Jim off on their annual pilgrimage to Macworld in New York, warm weather MaUsE meetings put on hold until September, and there's another crop of faster and more powerful Macintosh computers for less than I spent on this old dog of mine. Oh, well. To be expected.

With no monthly meetings scheduled until September its a quiet time for the Double Click staff and the MaUsE club in general. There will be Double Click issues for July and August anyway and this issue will briefly cover the new Adobe InDesign 2.0 program that I mentioned last month and I'll try to get a few New York MacWorld pictures from Jim and Bruce to flesh it out.

The big news from Apple is the demise of free email at the Apple site and the evolution of a commercial version of iTools. Either you already know about it or you don't care...or both.

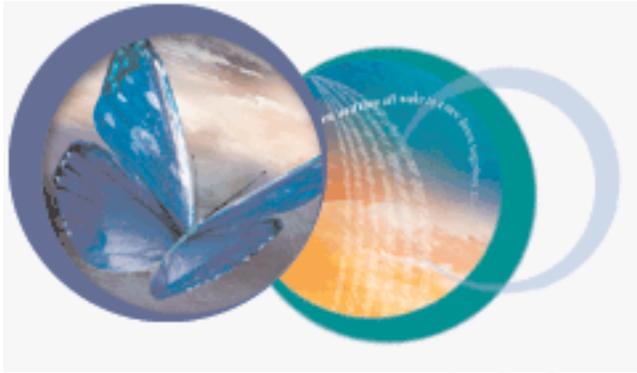
## Small Print

What you are looking at is the latest edition of the Double Click monthly newsletter from the Macintosh Users East, (MaUsE), a motley collection of old and new Mac users who reside in Southern Ontario with a motley collection of old and new Macintosh computers. What more do you need to know ? Oh, yes. This Newsletter is created by Michael Shaw, Double Click Editor, on a Sonnet-accelerated Macintosh PowerPC 6500/400 and a Daystar Genesis MP 800+. Submissions from MausE Club members, 'though rare, are always welcome. Send them to: michael\_shaw@sympatico.ca. I have never refused a submission yet. There's always room for another piece on ANY Mac-related topic and I'll make room if there isn't. I would like your submissions. But I won't beg.

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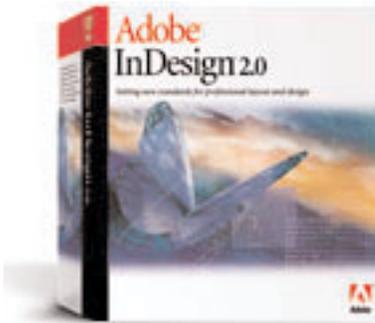
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Adobe InDesign 2.0  
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MacWorld New York 2002



The few salient facts you should know about InDesign 2.0 are that it is yet another excellent Adobe product, retails from MacWarehouse for \$1,199.00 Canadian, and is a magically excellent desktop publishing program. Once you get past these facts the logical questions arise: who needs InDesign 2.0 and should the makers of QuarkXPress be concerned about a competitor from Adobe.

## Adobe InDesign 2.0



In last month's Double Click I mentioned including a review of the new InDesign 2.0 from Adobe in this month's edition. You can download a demo of InDesign 2.0 from the British Adobe website at [www.adobe.co.uk/support/downloads/](http://www.adobe.co.uk/support/downloads/) or you can fill in a form and ask for a demo CD to be mailed out. I asked for the InDesign 2.0 demo CD hoping that it would have at least a few tutorial or example files on it. The CD has no tutorial files but it does have a folder with over 172 megs of .PDF files and QuickTime movies explaining many of the features of the program and what it can do. A few days after I requested the InDesign 2.0 demo I got a phone call (!) from Adobe Canada. They just wanted to make sure that I was aware of the improvements and added new features in InDesign and that I was aware of the special \$300.00 reduced price for Quark users who switch over to InDesign.

There's no need to get too technical with this one, and no need to baffle and confuse with a long list of features and effects. that would be easy to do since the list of features is about as long as my arm. Since I am not a big user of the other high-end Adobe programs like Pagemaker, Photoshop and Illustrator, many of the most celebrated features are beyond my ability to describe effectively.

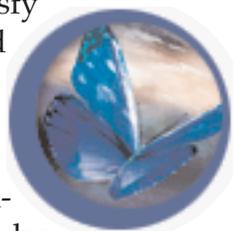


From my own limited exposure to InDesign I would say that everybody who publishes on a Mac can benefit from InDesign and that Photoshop users especially will feel right at home with InDesign 2.0

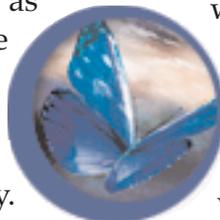
right out of the box. The serious price-tag on InDesign 2.0, just a few hundred dollars cheaper than QuarkXPress, indicates how highly Adobe rates this product. Is it a contender in the desktop publishing field? You can bet the people at Adobe think it is or could be. And software consumers can only benefit from a competition between Quark and Adobe.



The release of InDesign 2.0 right now, when many users of QuarkXPress 4.1 are contemplating upgrading to the long-awaited Quark 5.0 is interesting. Quark has been around simply forever, providing desktop publishers with a professional level program that has enough third-party plug-ins to satisfy any reasonable user. And QuarkXPress 4.1 will run on just about any Mac and works with just about any system you may have around the house. I used it with complete confidence on the 68040 Quadra



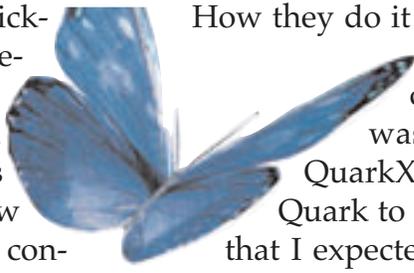
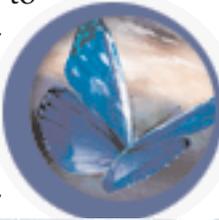
950 and, if my memory serves me well, on the wickedly fast 68030 Macintosh IIfx under system 7.6.1 as well with a total of 32 Megs of RAM installed. Of course it works on my PPC Performa 580CD at work under Systems 8.1 and 8.6. Although it is backwards compatible with any older Mac that





you are likely to have kicking around, unfortunately QuarkXPress 4.1 reputedly doesn't work well in Mac OSX's Classic mode and the new Quark 5.0 is not optimized for OSX. In contrast InDesign 2.0 simply will not install unless it sees at least System 9.1 and is specially optimized to work on the newest Mac systems.

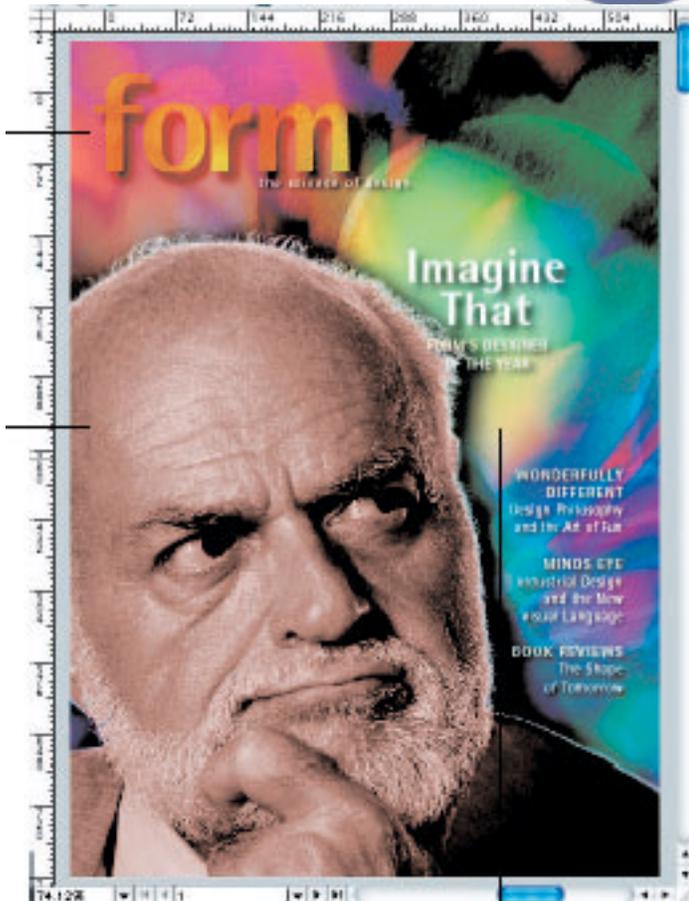
QuarkXPress and InDesign must be similar in many ways because both of these programs are designed to provide the professional desktop publisher with a powerful set of tools that can be used to accomplish the same results. The user must have a layout vision or appearance in mind and then use the tools provided to achieve the vision. Both of these programs provide the tools. That is not to say that they do this task identically, or there would be no reason to use one rather than the other.



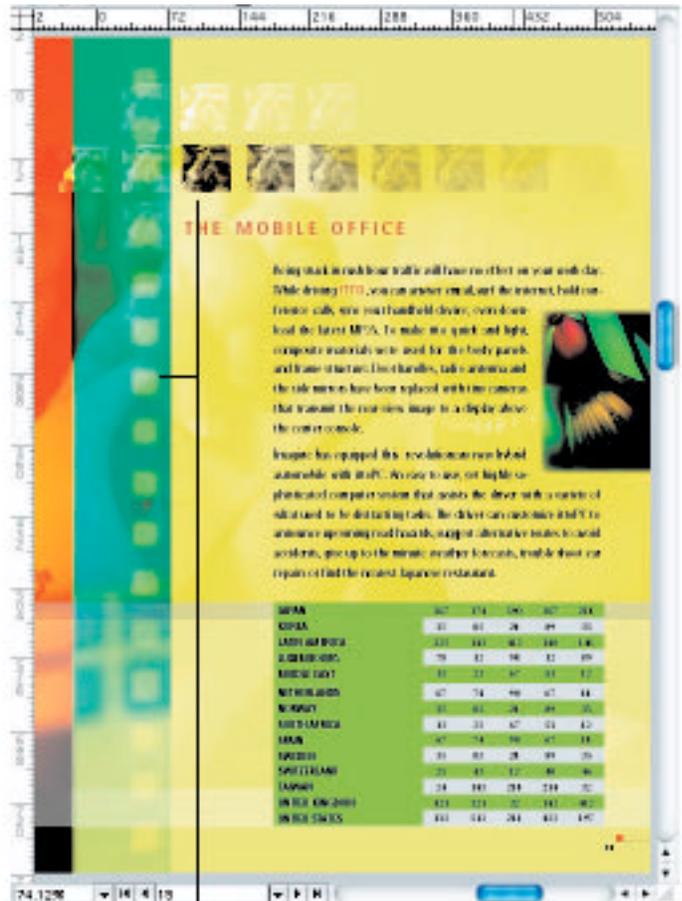
How they do it differs and the differences in the two programs are more than skin deep. It appears that InDesign was designed to pick up where QuarkXPress leaves off. Moving from Quark to InDesign is not the sudden break that I expected. InDesign recognizes the same keyboard shortcuts as Quark and has the ability to import Quark documents directly into InDesign, converting them over without losing the layout elements as they were preserved in Quark. This is good news for Quark users with many years of collected large files of clip art and images stored in Quark 3.3 and Quark 4.x templates and libraries. They can all be used in InDesign 2.0.



Although the support for importing QuarkXPress files and using its keyboard shortcuts is intended to make the transition smoother, InDesign 2.0 is every bit an integrated



Live object with feathering applied



Transparency settings applied to graphics



Adobe product. The key Tool palettes may look very familiar to Quark users to ensure comfort during the transition period but the palettes and menus also include extra capabilities that strongly tie InDesign to Photoshop, Pagemaker, Illustrator and Acrobat.

There are so many new control features in InDesign that it has 19 movable on-screen palettes. I have the few half-dozen palettes I use all on a second monitor so they don't obscure the



Document window. Irma tried running InDesign 2.0 on the B&W G3 with the standard 17-inch Mac monitor and found the abundance of palettes a real pain. The palettes can be stacked, docked, nested, minimized, expanded and manipulated just as they can in Photoshop and each palette

has a menu of hidden features that appear as a hierarchical pull-down from a triangle in the header bar. The pallet that will most amaze and amuse is the Transparency Palette. Understand that for InDesign transparency is not just a gimmick. Transparency encompasses a huge range of functions such as anti-aliasing, edge feathering, mix modes, and overprinted inks. Adobe has imported many elements of transparency technology from Illustrator 9 and 10 into InDesign 2.0, including an easy-to-use interface. Instead of delving into special effects dialogue windows or applying destructive filters to your page objects, in most cases you just point to the object you want to alter and drag on the opacity slider in the dedicated Transparency palette. Multiple images can be quickly stacked and overlapped, either directly or across several layers, with transparency values applied to let images at the back show through the ones at the front.

Not that these are features that you need to use every day, but InDesign 2.0 also has, among other things, table-layout tools like PageMaker, typography settings, web-design features, and the ability to output

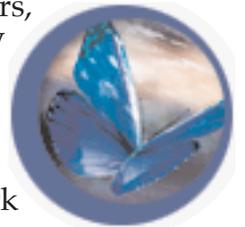


created documents directly into .PDF with many of the custom compression abilities of Adobe Acrobat.



I borrowed a copy of Visual Quickstart for InDesign 2.0 and found it a valuable help in getting a handle on this program. There are books at Chapters and Amazon books for just about any program you might have and these Visual Quickstart series guides are designed to get a new user up and running on any program as quickly as possible.

This document you are reading, and roughly 90% of the printed published material you come in contact with daily were created using some version of Quark XPress. Newspapers, advertising flyers, stuff like TV Guides, periodicals and magazines and forms and business mail. For InDesign to break into this market and overthrow Quark as the desktop publishing tool of choice is unlikely considering how widely used Quark is and how expensive InDesign is, but there will hopefully be even more improved versions of Quark XPress in the future now that Adobe has made the attempt. InDesign 2.0 is a wonderful program and will get better with every update. Lets hope that we all benefit from the healthy competition with Quark XPress.



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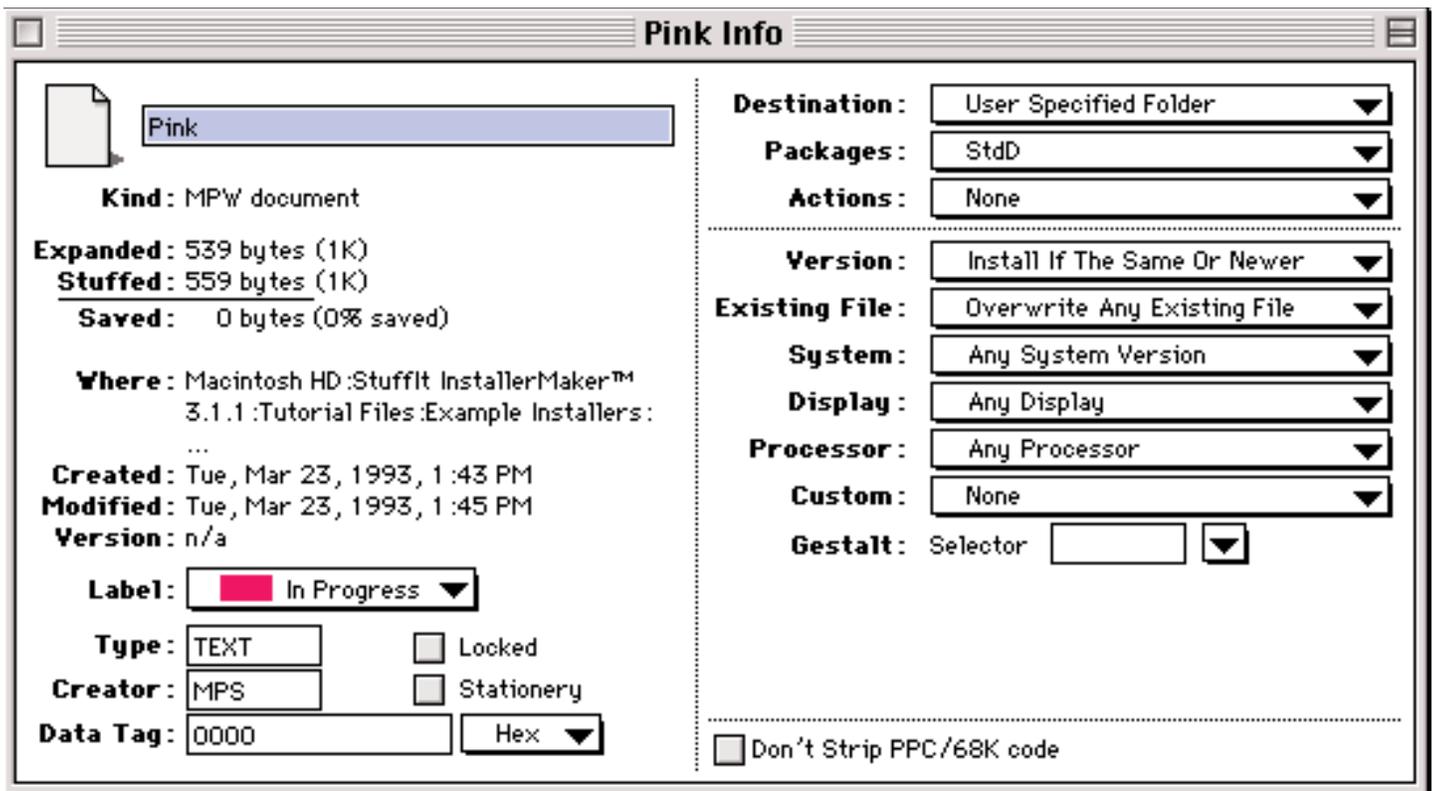
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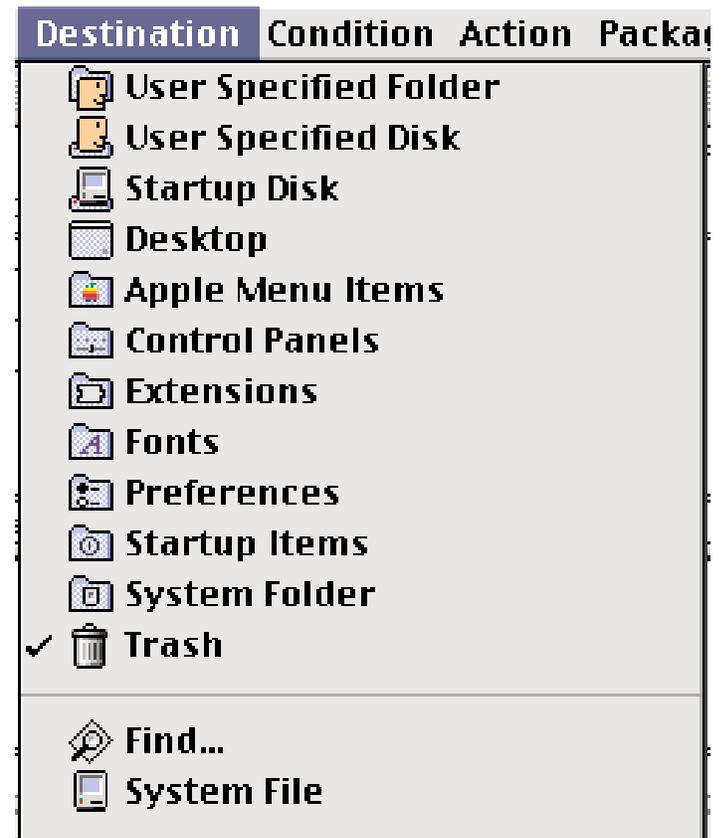
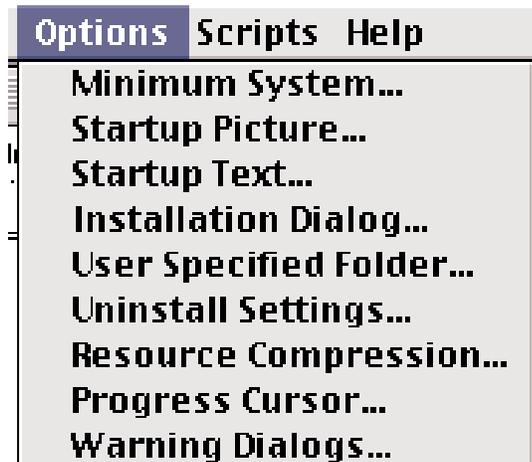
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## Stuffit InstallerMaker™

Every time that you update or install software into your Mac or update your System software you have to run an "installer script" of some sort. The exception is installing any item that you simply drag to your Hard Drive icon to make a copy of it. This only works for programs or items, like fonts or individual extensions, that can exist all in one folder in one place on your hard drive. For most applications there are bits and pieces that must be put into specific locations in your computer in order to be accessible to the program that requires them. For that you need an installer script that designates where items go and tells your Mac to put them there. This is the primary

job of Installers but they can be customized to do much more. There are several many programs written to assist software writers to achieve a proper installation of their product and we'll look at one of them to see how it does what it does.



**Minimum requirements for installation:**

Min. system vers:  .  .

Min. physical memory:  K

Requires 68020/030/040/+  
 Requires Memory Management Unit (MMU)  
 Requires Floating Point Unit (FPU)  
 Requires Color Capable Monitor  
 Requires QuickTime  
 Requires Color QuickDraw  
 Requires 32 bit QuickDraw  
 Requires Power Manager  
 Requires PowerTalk  
 Requires PowerPC Architecture

Gestalt selector  ▼

must  ▼

and its result's  ▼

Value (dec):   ▼

Name:

Allow user to override min. system warnings.

Aladdin is best known for its Stuffit compression /decompression software but they also have a program called InstallerMaker™ that can be used to demonstrate how typical installers work. SIM is a simple system that allows software developers to easily create custom, turnkey installers for their products. Before the release of Stuffit InstallerMaker™, Macintosh developers who needed powerful installation capabilities were forced to write installer scripts for Apple Computer Inc.'s proprietary installer. While powerful, Apple's installer program requires that the developer have a great deal of technical experience and the ability to write MPW Rez scripts. With SIM it is easier to create powerful installation programs. Using the menus and windows provided developers can quickly customize the installer to select which files will be included in the installation and pre-define where each will be

put by the installer during the installation process. The installer script can contain information about which files will be installed based on the characteristics of the destination Macintosh (for example, colour display or B 7 W, 680X0 or PowerPC, etc.). To help developers address the full range of Macintosh models efficiently, SIM can create "intelligent installers" that which can be told to transfer only the code and data that are necessary for 680X0 or Power Macintosh or optionally, "fat" binaries compatible with both types of machine. As you would expect from a product from Aladdin, makers of Stuffit, Installer Maker allows the user to compress all of the files being installed to reduce the size of the final installer and to combine all of the files into one installer document so the entire collection or resource files can be distributed as one archive.

MPW and ResEdit are not required to create installers with Stuffit Installer Maker but the program does provide users with the ability to further customize the installer through the use of included installermaker extensions of their own. The installer can call upon the user's scripts to request clarifications and offer options during the installer's startup, installation and shutdown phases.

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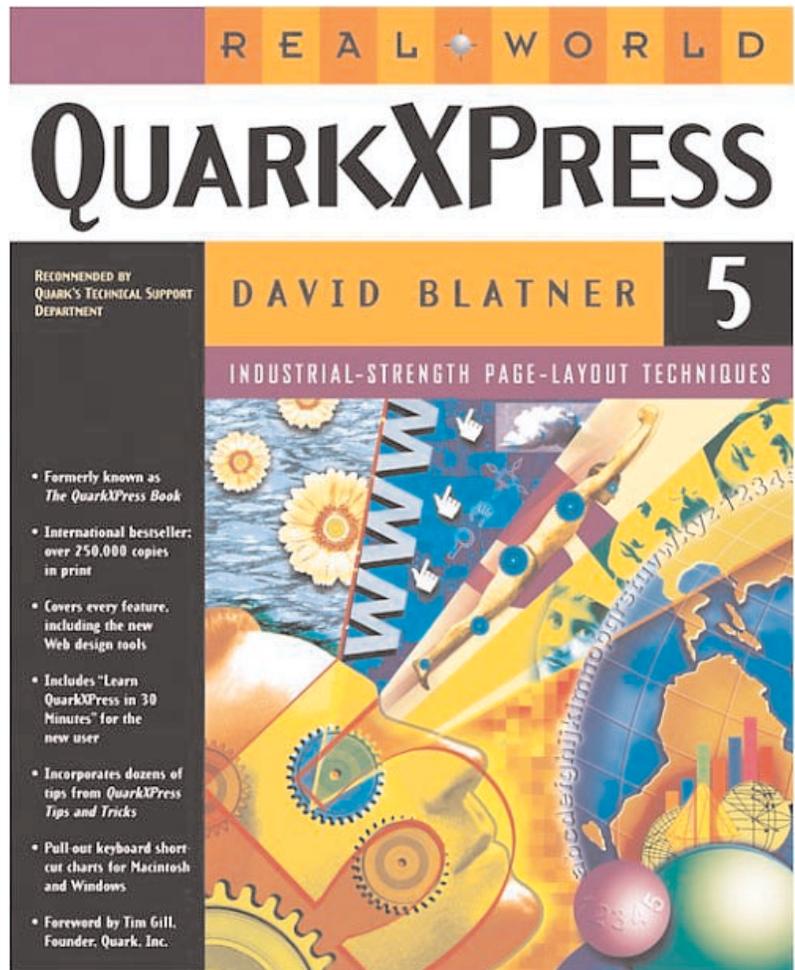
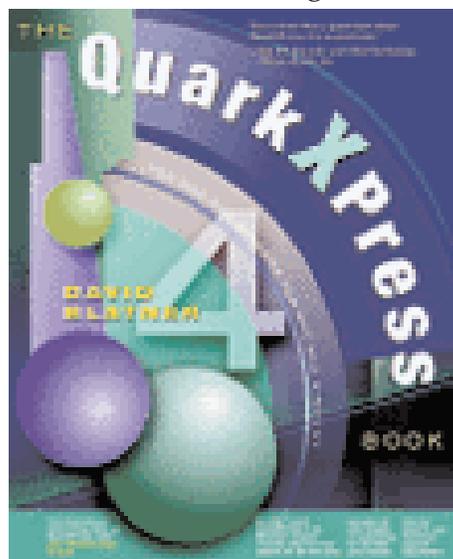
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# Book Review: Real World Quark XPress 5

by David Blatner

Irma and I had an anniversary this month on July 11th and her present to me was David Blatner's new book titled Real World Quark XPress 5. This latest edition of the book is 990 pages of excellent Quark information from one of the most respected long-time users of Quark XPress. The book is very similar to his previous famous book, Quark XPress 4. I never bought that book because it was too much money. This new book lists for \$69.99 Canadian. There is no CD with the book, a feature that I really miss, but there is a website associated with the book accessible using a password found in the text. Tutorial files and any future corrections and updates to the book will be posted on the website. I have never reviewed a book before because I have usually no shortage of hardware and software to look at but this is my most recent acquisition and I've been toting it around with me everywhere since I got it.

For anyone serious about QuarkXPress, "the Blatner book" is the book to have. If you are using an older edition of the program any one of Blather's previous books is excellent. It's the highest rated, most comprehensive, and best-selling QuarkXPress book ever published, with over 200,000 copies of various editions sold. Each edition has all of the information from the previous version, corrected and updated, plus information about the latest release. In this way the book just gets bigger with each new update. Now totally updated and rewritten to cover the



long-awaited QuarkXPress version 5.0, it includes new chapters on all of the new QuarkXPress 5 features. There's also a new "QuarkXPress in 30 Minutes" intro chapter that helps newcomers to XPress get up and running quickly. And there's a new chapter about going online with QuarkXPress that guides readers through how to take their XPress files and get them into multimedia and Web formats, including HTML, Acrobat, and QuarkImmedia. Beginners learn all the basics, from the tools of the trade and document construction to working with text, typography, and graphics. Intermediate to advanced users will find this to be an invaluable resource to the new features of QuarkXPress and will use the book as a trusted reference. The QuarkXPress 5 Book is fully cross-platform, covering both Mac and Windows but all illustrations are from the MacOS..

## Contents

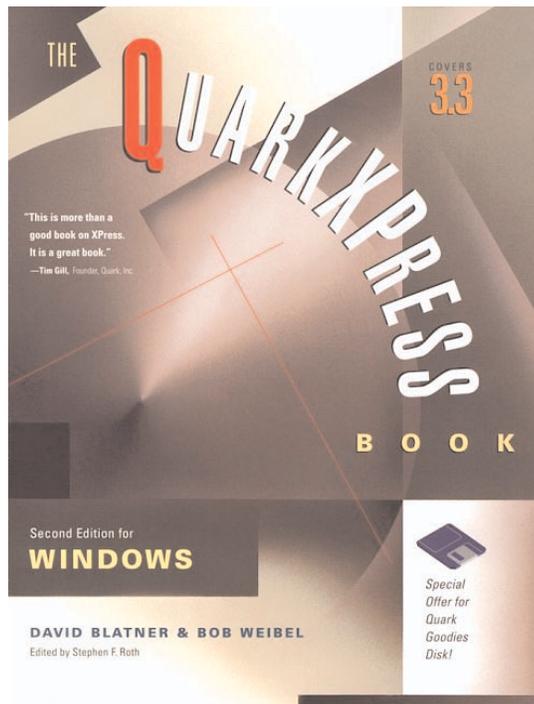
- **Chapter 1:** Learn QuarkXPress in 30 Minutes. One of the most frequently-asked-for additions to this book has been a step-by-step beginner's guide to learning QuarkXPress. If you're brand new to QuarkXPress, this chapter, which takes a visual approach to learning the program, should be perfect for you.

- **Chapter 2:** QuarkXPress Basics. The first step in understanding QuarkXPress is learning about its structure from the ground up. This involves an investigation of QuarkXPress's menus, palettes, and dialog boxes.

- **Chapter 3:** Tools of the Trade. Every vocation has its tools, and we desktop publishers are no different. This chapter offers an in-depth study of each tool in QuarkXPress's Tool palette, how to use it, and why. All the new Bézier drawing tools are included here, plus descriptions of libraries, custom line styles, grouping, and controls.

- **Chapter 4:** Building a Document. Without a sturdy foundation, your document won't be reliable or flexible when you need it to be. This chapter discusses the basics of making earthquake-proof infrastructures for your pages: opening a new document, creating master pages, and setting up column guides and linking for text flow.

- **Chapter 5:** Word Processing. If you wanted a drawing program, you would have bought one. Words are what most people use QuarkXPress for, and this chapter is where words start. This chapter covers simple text input, working with word processors, the Find/Change feature, and



checking spelling.

- **Chapter 6:** Type and Typography. Once you've got those words in the computer, what do you do with them? Chapter 6 discusses the details of formatting text into type—fonts, sizes, styles, indents, drop caps—all the things that turn text into type.

- **Chapter 7:** Copy Flow. You bought the computer, so why not let it do the work for you? This chapter explains how to use style sheets and XPress Tags to automate

aspects of copy processing, and how to use importing and exporting effectively.

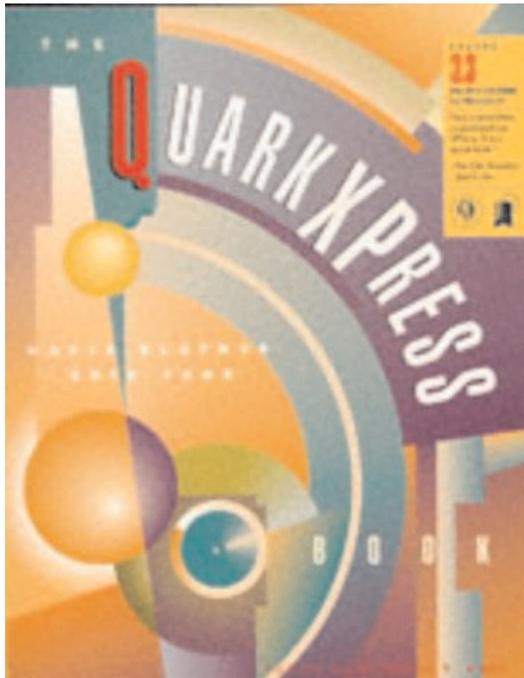
- **Chapter 8:** Long Documents. QuarkXPress 5 introduces major features that help you when working with long documents: lists, indexes, and the Book palette.

- **Chapter 9:** Pictures. Who reads text anymore?. Pictures are what Chapter 9 is all about. Here's every relevant graphics file format and how to work with each in your documents and rotating, skewing, and other manipulations of images.

- **Chapter 10:** Fine-Tuning Images. Here's where a good eye can help you improve a bitmapped image, and a creative eye can help you make those graphics do flips.

- **Chapter 11:** Where Text Meets Graphics. This is the frontier-land: the border between the two well-discussed worlds of type and pictures. Life gets different on the edge, and in this chapter I discuss how to handle it with grace—using inline boxes, paragraph rules, and the new text runaround features.





- **Chapter 12:** Color. QuarkXPress is well-known for its powerful color capabilities. Chapter 12 covers color models, building a custom color palette, applying colors, and the first steps in understanding color separation.

- **Chapter 13:** Printing. This chapter is about getting your document out of the machine and onto film or paper. In this chapter you'll find every step of printing, including the details of every feature in the new expanded Print dialog box.

- **Chapter 14:** Going Online with QuarkXPress. Sometimes it seems like your job description changes over a weekend, doesn't it? If you've got XPress documents that you need to get onto the Internet, you need this chapter for options for exporting to HTML, Acrobat PDF files, and QuarkImmedia projects.

- **Appendix A:** Color Management. For years, QuarkXPress has used the EfiColor color management system to improve the correspondence between colors on screen, on color printer output, and on printed results from offset printing. Now it's been completely replaced by the QuarkCMS XTension, which is covered in detail in this appendix.

- **Appendix B:** Macintosh vs. Windows. More and more people are using QuarkXPress in a cross-platform environment. In Appendix B, find the

ins and outs of moving files between the two programs and operating systems.

- **Appendix C:** XTensions and Resources. Where do you go when QuarkXPress isn't doing what you want? This appendix offers suggestions for many popular XTensions, as well as both print and Web-based resources you should know .

- **Appendix D:** Scripting. Although AppleEvent scripting has appeared in the press a lot, people don't really know what to make of it. In Appendix D, find the wild world of scripting QuarkXPress using AppleScript on the Macintosh. D

- **Appendix E:** XML Tools. If you make books, magazines or newspapers you need to know about XML tools.

- **Appendix F:** XPress Tags. If you use XPress Tags you will no doubt need a reference to the many obscure and arcane codes.

- **Appendix G:** ANSI Codes. In order to type certain special characters in QuarkXPress for Windows, you need to know each character's ANSI code.

I would not have purchased this book for myself because I am more inclined to pay that kind of money for an older CPU than for a book on a recent software upgrade, but I'm glad I got it. Back when I used Quark 3 to publish the Double Click I found David Blatner's book a valuable guide and I still have a copy of it somewhere around the house. If you use any version of Quark XPress you'll find a David Blatner book to improve your understanding and enhance your enjoyment of this wonderful program.



# Bad News on the BBS Front!!

by Jim Foster

The MaUsE BBS, called "The Source", has been giving us no end of headaches over the past few months.



On top of the IP address issues which have been making it difficult for users to consistently reach the BBS using a TCP-IP connection over the Internet, we recently took a fairly hard hit during a lightening storm. The result was a total failure of the large UPS (Uninterruptable Power Supply) unit which was protecting the BBS and the introduction of some very curious problems with the Macintosh Iici which we use as the boot volume for our BBS.



The bottom line is that we have had to take the BBS out of operation for some extended periods of time lately. I do not foresee this situation being resolved for several more weeks, so for the immediate future I guess my suggestion is that anyone who has been using the BBS hold off until you hear further from us.

The BBS has not been getting a great deal of use, anyway, but I had been hoping to launch a bit of a BBS rejuvenation this fall as I think it still has the potential to be of service to MaUsE members once we get its reliability back up, take some time to retrain everyone on how to use it, and provide everyone who needs it with the BBS software.

Stay tuned!!

Jim Foster  
President, Macintosh Users East [MaUsE]

# Macintosh Basics" Group Launches Its Program

The first session of the brand new "Macintosh Basics" program kicked off on Wednesday, September 24th.

A small but enthusiastic group of MaUsE Members were on hand. Jim Foster acted as meeting leader for this session, and plans to be the group's host for many of the upcoming sessions. From time to time, we will bring in other content experts from the club to address specific areas of interest.

The sessions run two hours in length, and the general format is that the meeting leader will spend about half of that time, the first hour, basically presenting 'Macintosh Basics' information on some particular area. For the first session, we concentrated mainly on the Finder application, covering as many of the features of the Finder as we could.

The second half of each session will be devoted to general Questions and Answers. It is logical that many of these questions may be related in some way to the content material presented in the first hour, but it is by no means limited to this particular subject area.

The basic thrust of these sessions is to offer MaUsE members an environment in which everyone can be comfortable learning and asking questions about subjects which are not being adequately addressed at our main monthly meetings, i.e. many of the basic things about using your Macintosh.

The great thing about these sessions is that, even though most of us are by no means advanced users, many people are finding that they can help to answer other people's questions, or at the very least help to structure the questions in such a way as to ensure everyone understands the question and subsequent responses.

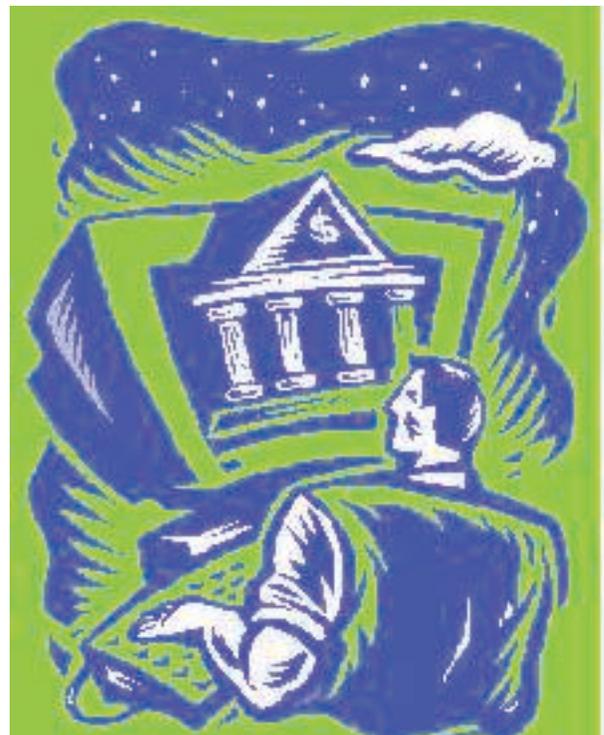
Five more "Macintosh Basics" sessions have been scheduled. The session dates and times are:

Sat., Aug. 10th; 9:00 AM - 11:00 AM  
Wed., Aug. 28th; 7:30 PM - 9:30 PM  
Sat., Sept. 7th; 9:00 AM - 11:00 AM  
Wed., Sept. 18th; 7:30 PM - 9:30 PM  
Sat., Sept. 28th; 9:00 AM - 11:00 AM

All of these sessions are being held in Room 2-1 of the Durham Skills Training Centre located at 1610 Champlain Avenue in Whitby.

If you would like to participate in any of the future sessions, the only prerequisite is that you must be a paid up member of Macintosh Users East to do so. Seating is limited, so it is a good idea to drop an email to Jim Foster ([jimfoster@mac.com](mailto:jimfoster@mac.com) or [jfoster435@rogers.com](mailto:jfoster435@rogers.com)) ahead of time indicating your plans to attend. That way, if we suddenly get far more requests than the room can handle, we can take some kind of action ahead of time to sort this out. Finally, we are asking participants to consider contributing \$10.00 per session to help cover the costs of the room rental.

Feel free to contact Jim Foster directly if you have any comments, concerns, or questions about the Macintosh Basics initiative.



# Big Adobe Event Planned for September 25th!!!

For some time now, the MaUsE Executive have been pursuing the concept of holding a special event which would allow Mr. Colin Smith of Adobe Systems Incorporated to provide us all with a demonstration of the latest and greatest products from Adobe. Since Adobe produces practically all of their software products for both Macintosh and PC's, our idea was to hold this event in some venue large enough to allow us to host the membership of MaUsE as well as that of

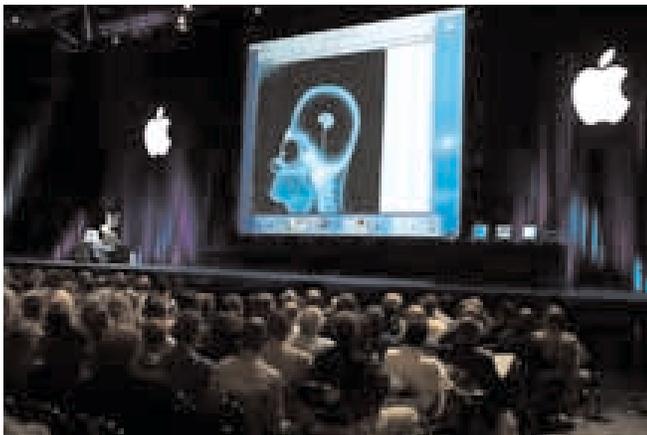
the Durham PC Users' Club, AND have room left over to invite the general public.

We can confirm at this time that Adobe have booked us for the evening of Wednesday, September 25th, 2002. This is great because it is our regular meeting night and should already be on your calendars!! The main thing we have to figure out now is WHERE we are going to hold this meeting. We will certainly let everyone know that just as soon as we know it, but for now we did want to encourage you to mark your calendars and be sure to let anyone you know who has an interest in computerized graphic arts know to mark their calendars as well.

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## MacWorld Expo 2002 by Jim Foster

As most everyone knows, Bruce Cameron and Jim Foster once again made the trip to New York City earlier in July to attend and participate in MacWorld Expo!!



It was an exceptionally busy week and both Jim and Bruce involve themselves in many volunteer activities on behalf of the User Group community as well as some of the major vendors like Apple and Adobe.

This year's event reflected the general "belt-tightening" that is happening in many industries, with the result that the amount of SWAG (free tee-shirts, software, and other goodies) was a bit down from earlier years. Nevertheless, we did



manage to come home with a few things that will be of value to the club or which will show up in future raffles at our meetings.

There was not too much new hardware released by Apple at the show. In fact, the larger 17" screen for the flat-panel iMac and the fact that Apple will shortly be selling iPods designed for use with PC's were basically the entire story from Apple on hardware. Oh, the iPods are now available in configurations as large as 20 Gigabytes (the original was limited to 5 Gigabytes) and Apple has now come out with an accessory kit which includes things like a cover and a remote control device which allows you to control the iPod without



having to stop your jogging to open the case ... just great of Apple to do this right after I had bought a third party case for my iPod!!

I would say that 95% of Apple's focus at MacWorld was on the upcoming release of ver-



then got itself into a bit of hot water by announcing that iTools would be going away from a free service and become a paid service at the end of September of this year. A fairly large number of Mac users are clamouring for Apple to at least introduce some form of "Basic vs. Pro" approach so that people who just want to retain their formerly free "@mac.com" email address can do so for free or for a cost much lower than the \$100.00 U.S. per year price announced for the new "dot-Mac" (spelled: .mac) accounts. Once again, my prediction is that we will be hearing more from Apple on this whole subject before the end of September.

sion 10.2 of OS X. Version 10.2 does indeed come with a wealth of new features, enough to fill an entire MaUsE meeting night agenda, but there are some concerns about how it will be priced. The basic question seems to be whether anyone will get special "upgrade" pricing as opposed to having to go out and pay the full retail price. My prediction is that Apple will clarify this further before the August 24th planned release date.

Apple also introduced a bunch of new features and functionalities for its suite of Internet tools formerly known as iTools, but

