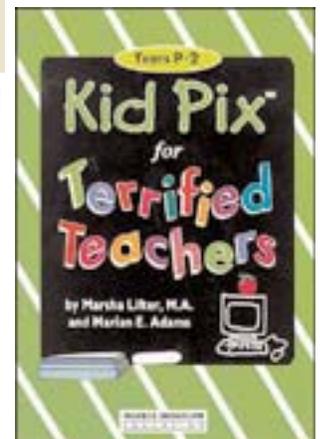
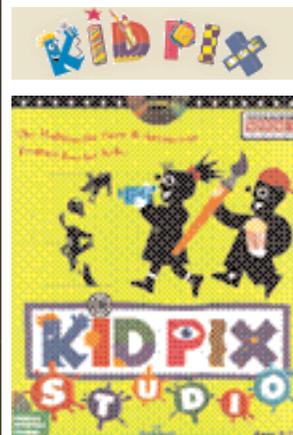
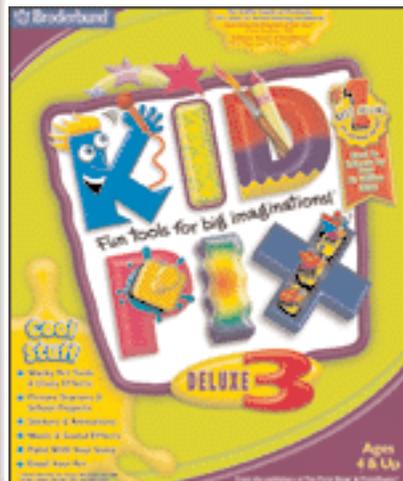
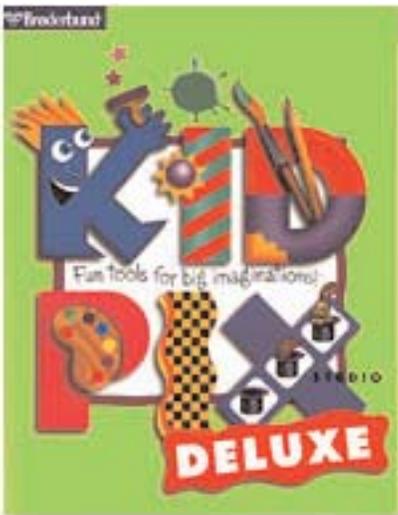




# Doubleclick

May 2003

Kid Pix Issue



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**From the Editor**  
This month we celebrate ...

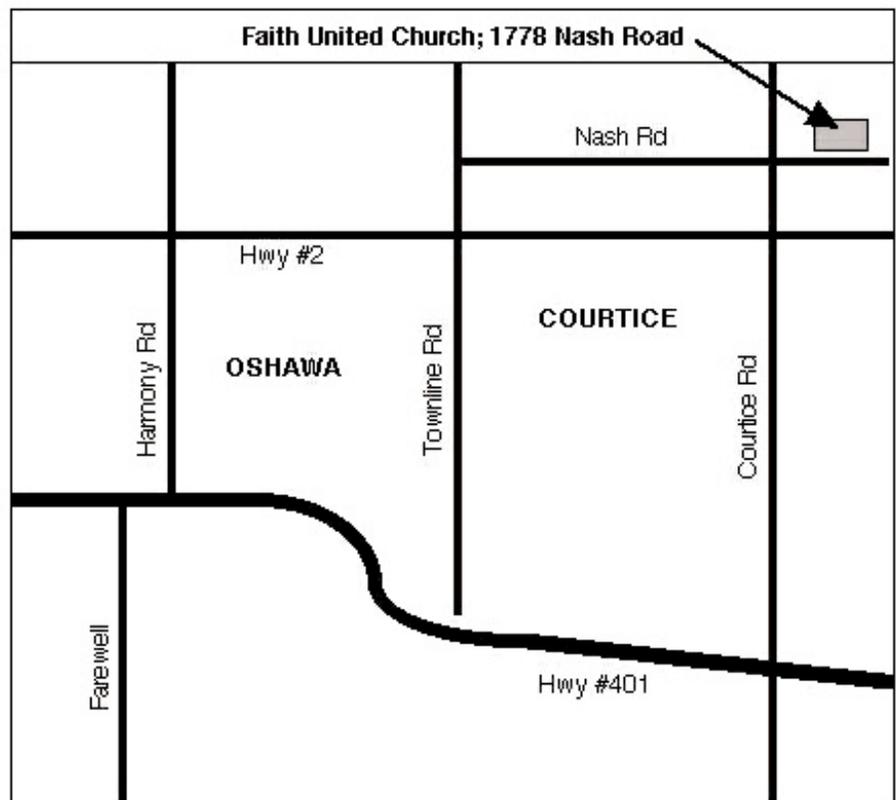


### Small Print

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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**MaUsE Meeting Reminder**  
**Meeting will be held May 28th at 7:30 P.M.**  
**More details on Page 12 in this issue.**



# Early Kid Pix

## The Genesis of the Rubber Stamps

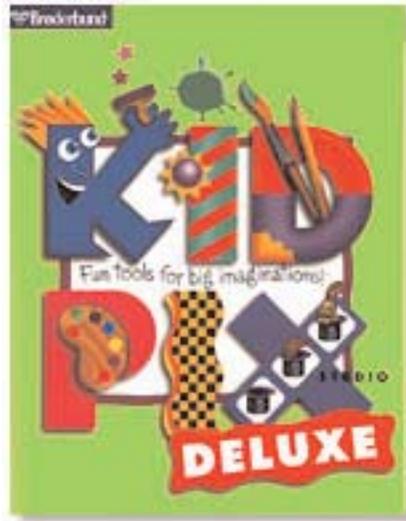
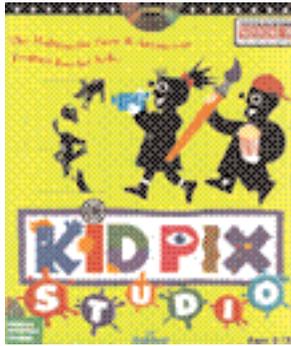
Broderbund's **Kid Pix** software has had a long history of providing low-cost educational fun to young Macintosh users. In the beginning there was **Kid Pix**, a fun creative drawing program designed for children. This colour program includes fun stamps, sound effects, options which appear at the bottom of the screen rather than in a menu or dialog box, and tools that perform functions with a minimum number of actions. Children used this program to illustrate stories, create lists or cards, and so forth. Then there was **Kid Pix Companion**. And then in 1993 came **Kid Cuts for Macintosh**. This program enhanced classroom projects with paper crafts. The menu consisted of nine categories: "animals," "masks," "puzzles," "hats," "dolls," "puppets," "greeting cards," "shapes" and "rainy day." Some

activities are designed for the entire class; some can be used in cooperative learning situations; some are for individual students. And then came **Kid Pix Fun Pack**. Each of these programs had its own set of "Rubber Stamps" and each version of Kid Pix INCLUDES all of the rubber stamps from all previous editions.

With the addition of animation to **Kid Pix Studio** the rubber stamps became editable four-frame animations and the Animated Stamp was born. These appear as tools in the Moopies and Stampinator programs. Even the static stamps from previous versions can be animated in Kid pix Studio and later versions in the Stamp Editor window.

In Kid Pix Studio Deluxe 2 there are over 2000 rubber stamps and 336 full-colour editable animated rubber stamps. The later version has even more.





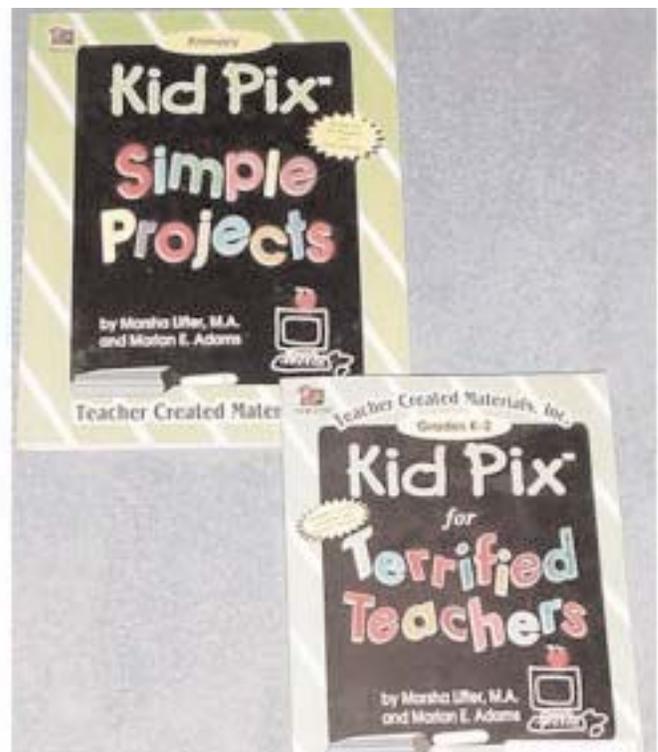
# KID PIX v1, 2 and 3

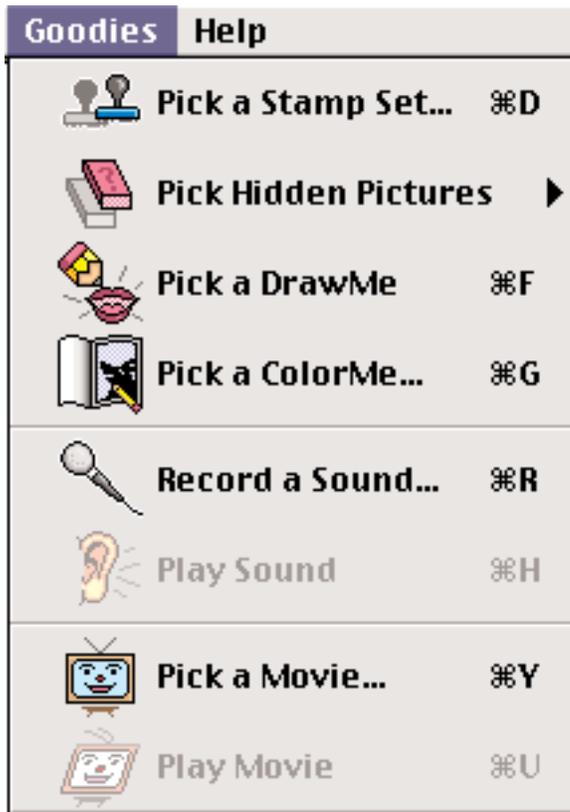
There are THREE modern versions of Broderbund's award-winning Kid Pix programs out there and I'm surprised at how few people I know are familiar with any of them. Possibly its because so many computer users are over twenty years old and possibly its because while children find anything on computers for ADULTS ONLY inherently fascinating the opposite is not true. The three versions are **Kid Pix Studio**, **Kid Pix Studio Deluxe**, and **Kid Pix Deluxe 3**. All three versions are available on hybrid Win/Mac CDs and, amazingly, all three are commonly available on eBay at any given time for truly outrageous prices. I already had exposure to the first KidPix program known as Kid Pix Studio and remember it fondly so in preparation for writing this article I went on eBay and purchased the other two versions: **Kid Pix Studio Deluxe** for \$2.26 and **Kid Pix Deluxe 3** for \$3.29 plus postage. Thats what I mean by outrageous. Those were the actual high bids although there were copies available from other eBay sellers with "Buy It Now" prices set anywhere from \$5.00 to \$9.50 for the second and third versions.

We got the first version of Broderbund's award-winning **KidPix Studio** program when we bought our first Macintosh, the Box of Delights Performa 6200 back in 1995. I lent my copy of KidPix Studio a long time ago and it was unexpectedly returned to me just in time for this issue. I never expected to see this program come back again because KidPix is one program that makes

itself welcome where ever it goes. According to the rhetoric on the KidPix site on the internet this program is **the most popular software in the world for children in the junior public school grades**. I did a search on the internet for Kid Pix and found that many of the hits were sites set up by classes in American public schools where children had their class projects, artwork and documents displayed. There were even special computer project books designed for terrified teachers to help them use software and introduce them to computers.

Unfortunately there is no way I can do justice to **Kid Pix Studio** using just screen shots and static



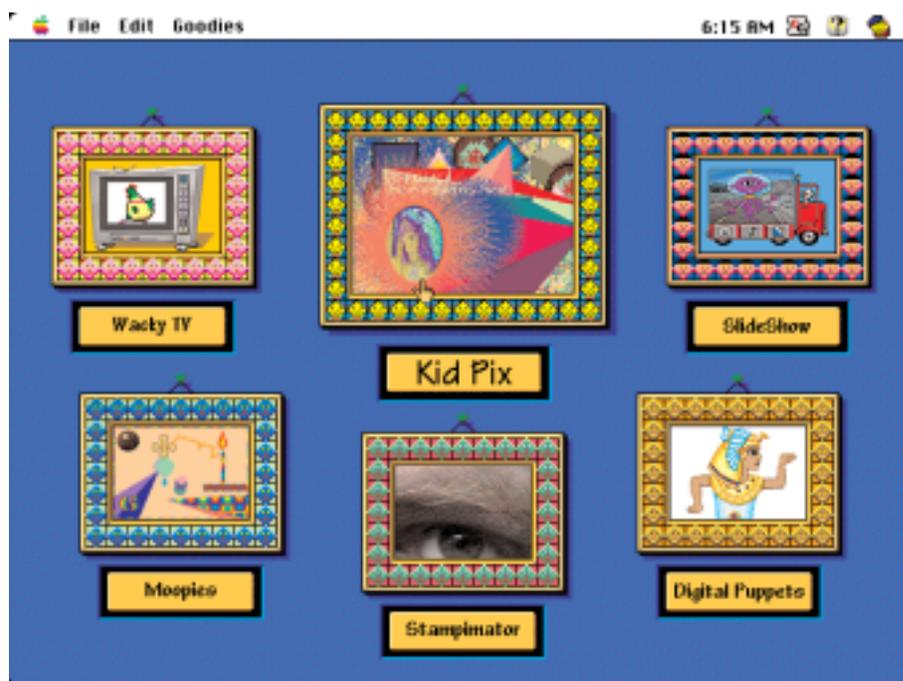


images because this software was created by people who obviously believed in the power of colours, sounds and objects in motion to command attention. Nothing remains static. Every picture and image object that the child creates with this software either automatically wiggles and wriggles in a rainbow of bright colours while being created or it comes with Stop, Play, Forward, and Reverse commands to animate it. And the noise is phenomenal. Lots of musical notes, yells, growls, bells and whistles. I can't imagine a classroom full of kids using this software on two dozen computers at the same time because every command and tool, every brush and effect, every palette and window has a fresh set of arpeggios and sound effects that ring out in time to the colourful changes on the screen. Static pictures created or imported into Kid Pix can be altered using a set of distort and shear filters like those found in Photoshop. In appropriate windows the program can read out loud what the child has typed and, if the computer is equipped with a microphone, play back recorder voices as part of animated sequences.

This software, as entertaining as it is, is primarily educational and instructional with an emphasis on structured activities to create a story or set of images in order to achieve an effect. The menu commands are coupled with pictograms for clarity and the tool bars within the six very different programs that make up

the KidPix Studio program are similarly visually oriented.

To increase the wide range of children that this software can appeal to there is a "small kids mode" command in the program that simplifies menus to make the program suitable for even the youngest child that can hold a mouse.



The SIX programs in the first “blue” version of KidPix Studio are:



1. **KidPix:** is a souped-up drawing screen that combines aspects of ColorIt, Studio Artist and Photoshop for kids. The interface is puzzling at times in the way that many of the MetaCreations interfaces were puzzling with pull-down menus with bright swatch and effect palettes changing with the choice of tool, and most of it delightfully obscure and confusing - an open invitation to experiment with every button just to see what it does



2. **Wacky TV:** is a program that creates a set of simple controls so the child can import and view videos with some semblance of being in control of the video experience. The multitude of buttons and knobs invites the child to edit and change movies while watching them.

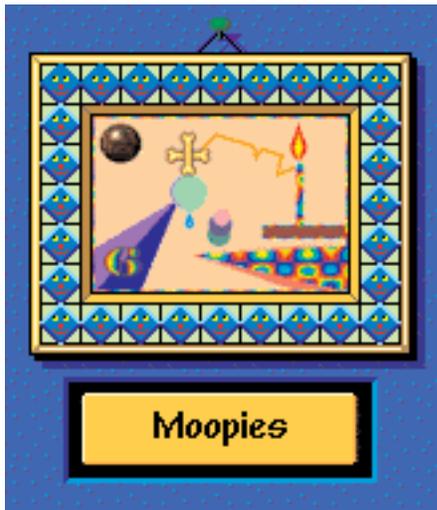


3. **Slide Show:** a presentation tool with transitions that accepts the child's artwork and sequences it into a story board. One of the Save commands for every piece of work created with KidPix is “Save For Slideshow.”

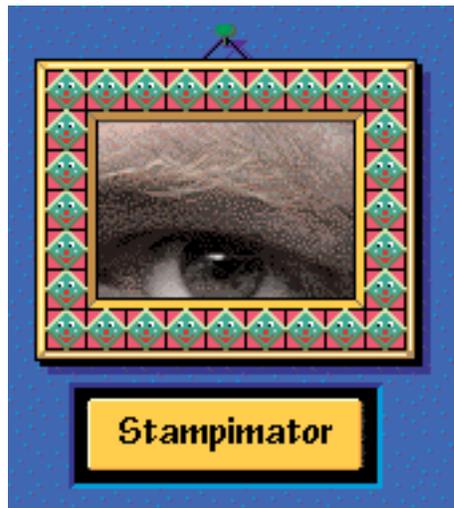


4. **Digital Puppets:** a large collection of drawn characters that move differently when cued by every key on the keyboard. The sequence of movements are stored in memory and the result is a scriptable movie. Look at all those keys on your keyboard: if the puppet has limbs and a face every every key will move some feature in a different way and the Digital Puppets program will save the series of motions in memory.





5. **Moopies:** This is the KidPix term for moving pictures. As soon as the picture object is placed in the window it starts to wobble, wriggle, wiggle or hop about. Great fun.



6. **Stampimator:** Its a program for creating artwork using special effects and tiny colourful stamps. In keeping with the Kid Pix theme the stamps are all tiny 4-frame animations like the moving gif cartoons so popular on the internet.

Good teachers are always on the alert for the teachable moment -- opportunities that arise when students are excited, engaged, and primed to learn. Recognizing that computers are here to stay, savvy teachers are now also on the lookout for intrinsically motivating software that maximizes the learning potential of instructional technology. Programs like Broderbund's Kid Pix can be invaluable for instigating investigation and encouraging creativity. Kid Pix and other graphics programs can help capture children's imagi-

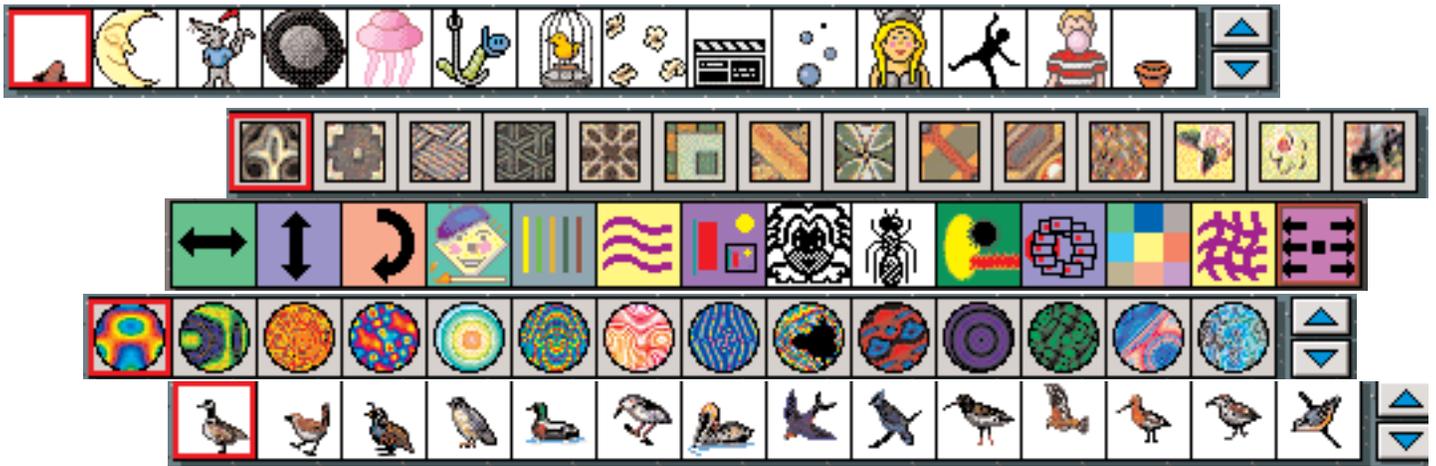
nations when used in a teacher-initiated lesson or as part of a child-centered activity.

The use of computers and computer software should never be thought of as an end unto itself. Rather, technology and software should be used in service of the needs and demands of the curriculum. Technology and software are simply powerful vehicles that, when used effectively, can transport children as far as their minds can take them. Technology serves education best when it is strategically integrated into well-planned, curriculum-oriented activities. Educators should use Kid Pix as a classroom resource only when they see that it will enhance their students' skills, interest, or understanding.

This popular drawing program is:

**Easy to use.** Kid Pix mimics non-digital drawing models by beginning with a blank screen, similar to a blank piece of paper. There are pull-down menus at the top of the screen and fourteen easy-to-use, intuitive drawing tools on the left. Each tool has a corresponding sound, and the program has a feature that allows for the creation of additional sounds, so that users can input cues or instructions. Kid Pix offers a range of activities for novice and experienced users alike. The program's tools include: over 100 colored stamps of pictures that appeal to children; sound effects which can be turned off and on; an "Electric Mixer" that allows students to scramble and animate images; a "Wacky Brush" that produces squiggles, dribbles, and other design elements with kid appeal; a random paint mixer that creates colorful patterns; and a "small kids mode" for younger users.

**Interactive.** Children create images in Kid Pix by manipulating one or more of the drawing tools they've selected. Children interact by: creating images; making decisions about what to do next; reacting to what they've designed; and sharing their creations with others. There is also a "Hidden Pictures" option that works as a great prediction activity for individuals or small groups.



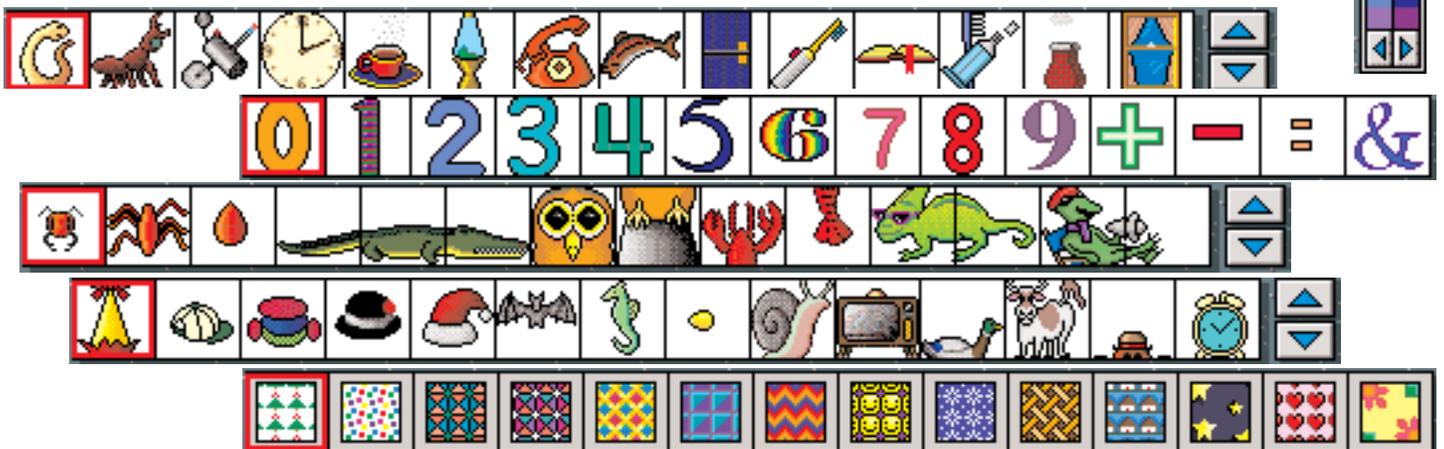
**Childproof.** With its "small kids mode" feature, even three-year-olds can operate Kid Pix. Preschoolers can experiment with the program's tools and options without the possibility of accidentally locking up or erasing an item, or quitting out of the program.

**Child-controlled.** In addition to its intuitive interface, Kid Pix makes every effort to make its operations fun. Its erasing tools, for example, include: a "Black Hole" that swallows up images; a "Drop-Out" that chunks part of the picture until nothing is left; "Sliding Doors" that slide over and obliterate the image; and a "Firecracker" that clears the screen with an explosive blast.

**Designed to create learning.** Kid Pix can be integrated into almost any curricular activity. Teachers can examine their curriculum with an eye to opportunities for students to create graphic elements that demonstrate or apply curriculum-based themes, concepts, and/or skills. Students can create an almost endless variety of products, including posters, newsletters, greeting

cards, business cards, place mats, slide shows, booklets, etc. During a unit on ancient Egypt, for example, students could use Kid Pix to: create travel posters; conduct a slide show presentation for younger students; write and illustrate a newspaper; create storyboards illustrating a variety of topics; illustrate biographical or other essays; devise fictive autobiographies; create images for poems and stories; make business cards relevant to occupations studied; conduct research and create graphs to convey information about the society; or design greeting cards that demonstrate familiarity with Egyptian culture and holidays.

As with any computer software program, Kid Pix can be used by a child alone or in a variety of classroom settings. If only one computer is available in a classroom, it can be used as a teaching station to introduce new software. The computer can also be put to use for collaborative projects. In early childhood classrooms, children can



sit on the floor around the computer while teachers conduct large group lessons. With older students or larger groups, a video output device will allow teachers to display the computer screen on a large-screen television monitor, or on a LCD panel that can project your computer image via an overhead projector.

A single computer in a classroom can also be used by teachers themselves as a teacher workstation. A computer can be an educator's tireless assistant, helping him or her create teaching materials, research and prepare lessons, or publish a classroom newsletter for parents and colleagues. Classrooms with a single computer can also serve as a learning center (or learning station) for individual or collaborative exploration.

If a classroom's learning station is lucky enough to have more than one computer, groups or individuals can all work on the same project simultaneously, or each computer can be dedicated to a different purpose. Either way, Kid Pix can be installed on every computer and used by itself or in conjunction with other software programs. Kid Pix can be used in tandem with reading and writing titles, math and problem solving products, multimedia encyclopedias, or online investigations. Students can also use Kid Pix to create maps, calendars, and graphs, demonstrating how graphics can be used to interpret and convey quantitative information. Students can incorporate photos or graphics into Kid Pix to illustrate their work.

In classes conducting email exchanges, Kid Pix can be used to illustrate students' lives, stories, and environments for their cyber pen pals. Kid Pix can also be a great addition to a literature-based reading program. Using the program to illustrate stories -- including those students write themselves -- can extend and enrich writing

and reading experiences. Graphics products like Kid Pix increase students' motivation and writing skills, and can support teachers moving toward whole language, literature-based language arts curricula.

All in all, Kid Pix Studio is a multi-faceted, easy-to-use software program that can be adapted to enhance just about any lesson or subject area. Immensely popular with teachers and students alike, Kid Pix was the winner of the Painting and Drawing Program section of Scholastic Software Club survey of the best software of 1997. Kid Pix can be an invaluable classroom resource for motivating students and marrying their understanding of curriculum topics to their creativity. Kid Pix Studio is definitely a worthy pick for any classroom!

## Kid Pix Deluxe 2,

the second "red" version of the program, empowers kids and encourages them to develop their creative and artistic skills. Basically it is the same program as Kid Pix Studio but much more so, with more wacky



tools, lots more stamps, over 1,200 graphics, cool sounds, special effects and much more. Kids have all the fun tools they need to explore their creativity! With Kid Pix Deluxe kids can create almost anything!

### Fun Activities Include

- Painting & Drawing
- Creating Talking Pictures
- Creating Animated Pictures
  - Making School Presentations and Cartoon Storyboards
- Producing Video Clips with Cool Sounds
- Arts & Crafts
- Playing with Puppets

### Favorite Features

- 6 Art Projects
- 1,200 Graphics
- Crazy Tools
- Import/Export graphics (JPEG & GIF images)
- It Talks! (reads typed words aloud)
- Export your creations to other applications
  - New school appropriate graphics and backgrounds
- 2,500 Stamps
- Text Editing, Fully editable text
- Add/Record Sound
- Resize Pictures and Text
- Improved SlideShow control

### Awards & Reviews

Award of Excellence, Technology & Learning Magazine, 1998-99

District's Choice Top 100 Products, Curriculum Administrator, 1999

### System Requirements:

Windows 3.1 or Windows 95:

486 or faster recommended

4MB RAM for Windows 3.1x; 8MB RAM for Windows 95

Minimum 32MB hard disk space

2X CD-ROM drive or faster

640x480 display, 256 colors

Windows compatible sound device

Macintosh and PowerPC:

System 7.0 or higher

25MHz 68030 or faster

3.5MB RAM free

Minimum 39MB hard disk space

2X CD-ROM drive or faster

640x480 display, 256 colors

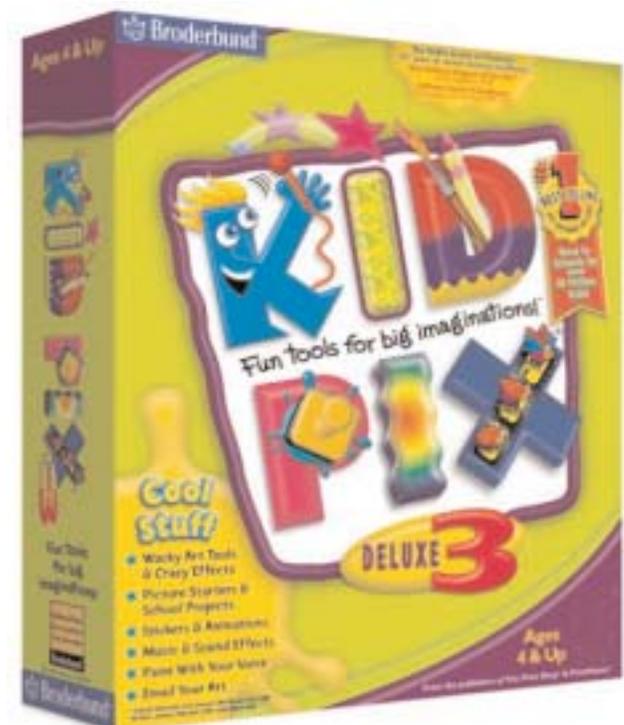
Works with most popular Macintosh compatible printers.

**KidPix Deluxe 3** is the final version of this program so far and by far the most entertaining. Building on the strengths of the earlier versions **Kid Pix Deluxe 3** is wonderfully entertaining and fully featured. Like the previous versions it is PC and Mac compatible The interface is animated and all tools are little 3-D objects that move to indicate they are active. It has all of the features of the previous editions PLUS:

**Email Art**--send Kid Pix art to family and friends, even if they don't have Kid Pix

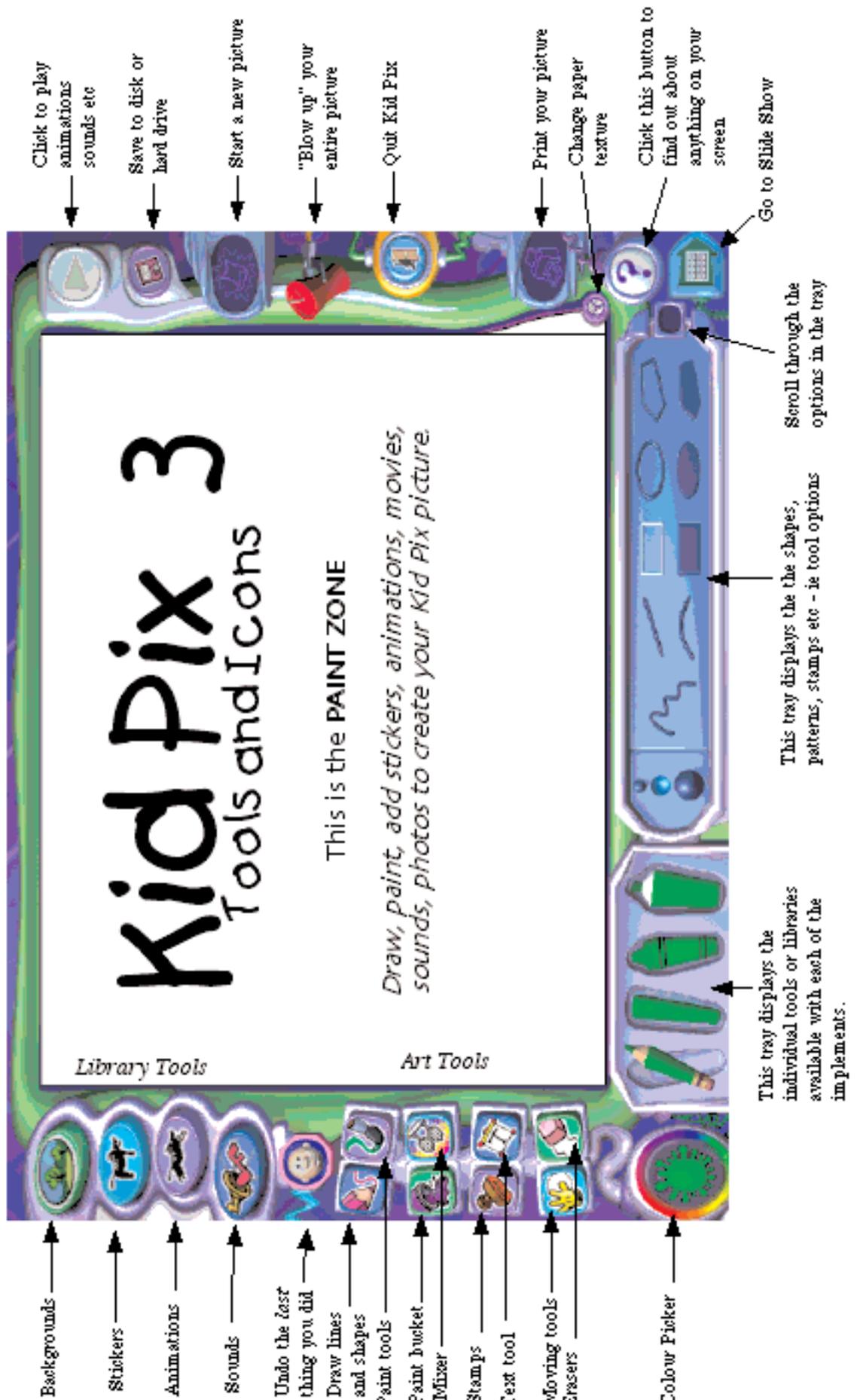
**Photo Fun**--import a favorite photo and add special effects, colors, patterns, and graphics. Create digital storybooks, multimedia movies, and comic books with art, sounds, music, and animation

**Sound Art**--paint colorful images using the volume and pitch of your voice (microphone required for this feature)



The requirements for Kid Pix Deluxe 3 are much more rigorous than for the previous versions which required any 68030 or PowerPC and eight meg of RAM. This latest version wants a Power Mac running OS 8.1 or higher, 233 MhZ or faster, 32 MB RAM (16 MB free), and 145 MB hard disk space

Kid Pix Deluxe 3 is unbeatable when it comes to creativity software for kids and grown-ups (who are kids at heart)! This imaginative CD-ROM won **The Review Zone's Best of 2001** in kids' software, hands down! Without picking up a crayon or a brush, kids can dabble in crazy effects, hilarious sounds, innovative art tools, and fun-filled animation to create the best multimedia art in town! Kids can spend hours playing with Kid Pix Deluxe 3, and they'll be wowed at the endless creative possibilities. Your child doesn't have to have mega artistic talent to enjoy this wacky and innovative CD-ROM. All you need



is a little imagination, a computer with ample memory and a CD-ROM drive... don't forget the all-important Kid Pix Deluxe 3 CD-ROM! All three of these programs require an installation on the hard drive and also that the CD be in the computer so that the backgrounds and extensive image and sound libraries can be accessed.

In a class of its own, kid-friendly Kid Pix Deluxe 3 runs wild with its awesome 3D art tools, movable graphics, and wide array of stickers and animations. Not only that, kids can send Kid Pix art as e-mail to friends and family across the world! Instant creative spam. Just what the world needed.

The sound effects are beyond cool. Kids can also explore a baker's dozen of musical worlds ranging from classical to fantasy; country to world beat as they select background music to complement their multimedia masterpieces.

It's no wonder this award-winning title is #1 in educational art software sales! Whether at home, in home schools or in the classroom, you'll get more bang for your technology bucks. This stunning software is sure to be a popular addition to

your multimedia collection. If there's one title that scores way up there in replayability, it's this one! In fact, for families, it may be the best money you'll ever spend on software for your kids!

New features for Kid Pix Studio Deluxe 3 include an "Idea Machine" for young artists; new drawing/effects tools and paper textures incorporating the latest technology; a dozen wacky QuickTime movies for multimedia movies and slide shows for older kids; and over new 600 stickers (100 are animated!) and 200 backgrounds to bust boredom. Sure, you have the ability to import your favorite photos and tweak 'em to your heart's content by flipping, rotating, re-sizing and coloring graphics with little or no distortion. You can also use a microphone to transform a giggle into a squiggle!

Create a digital storybook! Laugh along with a unique comic book or be awed by your child's wonderful work of art--all thanks to this most excellent software!

This magical software, like fine wine, improves with age! Cheers to Kid Pix Deluxe 3!

## MaUse Meeting Reminder

The next meeting will be held at the Faith United Church in Courtice, Ontario at 7:30 P.M. on May 28th. See the map on Page 2 for directions and bring a friend.

The topic for the meeting will be -  
A Demo of Virtual PC 6 by Jim Foster - Running Windows  
Applications on your Macintosh

Sharing files between Macs and between Macs & PC's  
by Jim Foster

Mystery Guest / Segment - Details to be revealed at meeting!!

RAFFLE of MORE REALLY NEAT STUFF !!!

# Vinyl to CD



This question came up at the April 23rd MaUsE meeting, our first in the Faith United Church on Nash Road in Courtice, and there wasn't time then to go into it. Well, now here we do have time, so read on if you want to burn some of your heavy metal memories into new CDs. I will explain how it can be easily done.

No doubt a lot of you still have memories pressed on vinyl tucked away under the basement stairs or piled away out of sight in the attic or crawl space. Those old Donevan, Incredible String Band, Small Faces, Kinks, Firesign Theatre, Jeff Beck, Yardbyrds, Humble Pie, Moby Grape and Jefferson Airplane LPs are waiting for a last chance to deafen you one last time. Now is your chance to burn them all onto tidy little CDs so you can enjoy them all over again.

1. Don't even think of copying your plowed-under mono copy of The World of Arthur Brown onto a CD. If it sounds like serious crap now you can bet it won't improve by being copied, no matter how good your equipment is. And if your LPs have been stored under any but the most stringent conditions expect a lot of dust. Use soft cotton and make sure your albums are dust-free and clean. You may want to borrow a good copy of an LP if your copy is plowed under.

I posted a question on the Low End Mac PCI List about which Macs came already equipped with the built-in ability to accept a line in from a stereo amplifier. In part, here is the answer I received:

**All PCI Macs and all Macs prior to some of the current G4's have both audio in and audio out that is CD quality - 44.1 Khz, 16-bit stereo. The audio in is a 1/8" stereo connector that is line-level. You will need to plug a line-out from your amp into a RCA to 1/8" stereo adapter (available at any audio and most electronics stores) and that into the Mac. If you need a higher quality sampling, check out M-Audio <<http://www.m-audio.com/>> as they have both USB and PCI solutions for current Macintoshes.**

2. Beg or borrow or steal a good turntable with a decent needle in it if you don't have one. Listen to a few cuts with headphones on to check out the quality of the sound and clarity of the separation of left and right channels.

3. You can't record directly from a turntable into your Mac: an amplifier is required. Hook up a cable from the LINE OUT connection (or AUX) of the stereo amplifier to the LINE IN connection of your computer. You may need a special piece of equipment, like an iMic or PowerWave from Griffin Technology if your computer does not

have sound-in capabilities. If you are recording from a cassette deck you can plug directly into the audio-in or microphone port. You may need a "Y" cable with two connectors for the stereo ports and one connector for the computer. Cables and adapters for all sizes of RCA-type and bayonet-type mono and stereo jacks are available at Radio Shack.

4. You'll need special software to do the recording. Get it. Use Peak LE to set up and capture the music and and Ray Gun to re-work any offensive pops and scratches and hisses. You'll want to record 16-bit, 44.1 kHz stereo AIFF.

5. Follow the directions that came with the software to set up volume levels and crank up the volume. The recording software will visibly chart the sound on screen and let you know what level is too high.

6. Try out your set-up without recording to see if there are any annoying background noises or humming sounds indicating that stereo equipment or computer should be grounded or better cables employed. You want a clean, well-defined crisp sound.

7. Try out the filtering features of your recording software designed to mute scratches and pops common on old abused vinyl records. Don't overdo it or you will flatten the sound with the scratches.

8. To record simply click on the Record button on your software window. If your software gives the choice of recording either directly to CD or to your hard drive, choose the latter, but remember that an hour of CD-quality music will require about 600 MB of hard drive space.

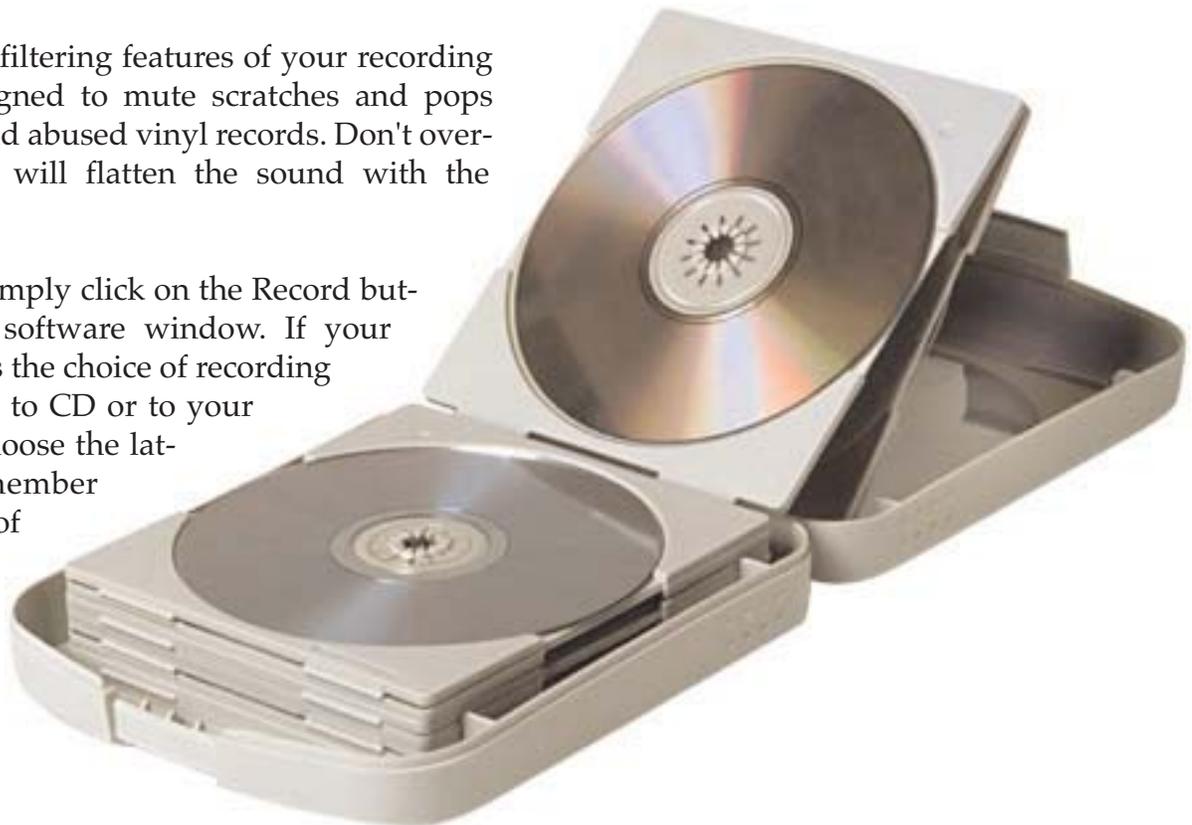
9. Use your software to edit and enhance the music and break it into separate tracks.

10. Burn your CD.

Alternately you could purchase a package from Sony (Sony EZ Audio Transfer & Restoration Kit) complete with cables and software, or you could go on the internet and search "transfer phonograph albums to CD" to find the dozens of commercial firms that will take your albums and transfer them to CDs for you for a small fee.

There is a lot of old music out on the internet and it all had to get there somehow. Using this method and a good stereo system you can turn your old analog vinyl LPs gathering dust in the basement into digital delights that you'll be able to play in your computer, portable CD-player, modern sound system or in your automobile.

Now that CD-players are a standard part of automotive sound systems not only can you take it with you when you go but you can play it on the way and when you get there !



# Using XPostFacto to Install OSX on an Unsupported Mac

In some way, some how, some where, some dedicated Macintosh user is beavering away on a piece of software or hardware that will make some piece of Macintosh equipment perform an illegal operation. Inevitably the challenge will be thrown out on some monitor "This software will not run on this computer" and it will be met with defiance and ingenuity. I have seen it in action and can attest to its effects.

Back when I created the Double Click on my Quadra 950, with its 33 Mhz Motorola 68040 heart of gold processor, there was a limitation imposed upon the CPU because of the inability of the processor to fathom programs written for the new PowerPC architecture. I spent many hours on that computer, using it every day for a few years and can vividly recall the StartUp chime as a very satisfying short flat bong that I listened for with great good anticipation and savoured every time I started a session. That StartUp chime and the Happy Mac welcomed me. I was like Pavlov's pooch at the sound of the bell. As welcome as that sound was I can still recall the memory of pushing the power key and waiting for the start-up chime the very first time that I started up the Quadra 950 after I installed the PowerPC Processor Upgrade card in it. I waited the long nanoseconds with my finger still on the key and then a sound came out of the Quadra 950 that it was never intended to make: the longer richer tone of the PowerMac starting up off a Motorola PowerPC 601 processor. It was magic.



Since then I have used other upgrades to extend the abilities of my other Macs beyond the expectations of their designers at Apple. Over the years I have thrown in lots of neat hardware including putting a Daystar 40 Mhz Turbo 68040 processor upgrade and a RasterOps video accelerator into my 68030 Macintosh IIci, a television receiver and a Sonnet 400 Mhz G3 processor upgrade into my 603e PowerPC 6500, and a Sonnet 800 Mhz G4 processor upgrade into my Daystar Genesis.

Recently I tried out XPostFacto, one of the software hacks designed to enable Macintosh computers equipped with 604e processors to run the latest Macintosh operating system, OSX. According to information received this bit of software, downloaded FREE from the internet, will enable any Power Macintosh 7300, 7500, 7600, 8600, 9500, 9600 or any Mac Clone based on these models to run OSX version 10.1 or later.

I decided to put this program through its paces to see what it would do. (**WARNING: Do Not Try This With Any Version Of OSX Previous To OSX 10.1.**) From David Morrison I borrowed a stock four-processor 604e-based Daystar Genesis MP 800+ Mac Clone with a Tsunami (Macintosh PowerPC 9500) motherboard in it, and 96 Megs of RAM. The computer had three four-gig SCSI drives internally installed at SCSI addresses 0, 4 and 6, SCSI CD-ROM drive at SCSI address 3. From reading on the internet about XPostFacto I found that it works BEST with a MINIMUM of 128 Megs of RAM, at least 1.5 gigs of empty hard drive space for the system install, and requires

that OS9.1 be installed prior to installing the OSX. and that the OSX install to be performed on a hard drive initialized with the Apple Drive SetUp program.



With only 96 Megs of RAM installed I went shopping on the Low End Macs SWAP List and found a handful of various-sized 5 volt 168-pin DIMMs, enough to bring the total RAM up to 256 Megs, for \$19.00 US. That included postage.



Then I checked out the three internal SCSI hard drives. I launched the Drive Setup utility and selected each drive in turn to see what options the program gave me. SCSI Drives at addresses 4 and 6: These drives have been formatted with some other program than Apples drive utility and cannot be initialized with Drive SetUp. SCSI Drive at address 0: This drive WAS formatted with the Apple utility and the Drive SetUp program indicates that it can be initialized, partitioned, whatever. So I wiped and initialized the drive at address 0 as one HFS+ Macintosh partition. The two remaining untouched drives had System 8.5 and no system on them, so I did a fresh install of OS9.1 onto the drive with no system and then started up the computer with that drive as the StartUp drive.

Following the instructions on the XPostFacto page, I started the computer up off the drive that had System 9.1 on it. I inserted an OSX Install CD and then launched XPostFacto. (See WARNING above). The only OSX Install CD I had was for OSX version 10.0 so thats what I used. When I



launched the XPostFacto application it asked where OSX was (I selected the OSX Install CD) and where I wanted it to be ( I selected the 4-gig SCSI drive at address 0). The computer immediately started copying files madly from the CD to the drive at address 0....and then restarted itself from the OSX Install CD (!) and demanded to know where I wanted to have OSX installed. Again I selected the drive at address 0 and for the next hour the installer installed an optimised a brand new OSX System on the hard drive. When it was all finished it restarted the computer and OSX worked like a real piece of crap. Slower than its possible to describe: literally 15 or 20 seconds between action and response, even for simple events like opening a folder or closing a window. Then I selected the OS9.1 drive as my default Classic and restarted the computer in System 9.1. When the computer restarted in System 9.1 the drive icon for the OSX drive was conspicuously absent from the desktop. I launched Drive SetUp It. Drive SetUp saw the drive and described it as "unmounted." When I mounted the drive it was

unreadable but could be initialized. So I wiped it clean and re-initialized it. Sometimes these things don't go exactly as they should.

Then, believe it or not, I went through the ENTIRE PROCESS AGAIN, re-installing OSX version 10.0 on the drive using XPostFacto again and .....the exact same thing happened again. The OSX ran really slowly and when I shut down and later restarted, the drive with OSX on it did not appear on the Desktop. I found it again using the Apple Drive SetUp utility and re-initialized it again.

My only mistake (I hoped) was using the too early version of OSX. There must be a reason why the recommended version is OSX10.1 or LATER.

Then I got a copy of OSX 10.1.4 and went through the whole process all over again using OSX 10.1.4. (See WARNING above).

Well.. !!!

Eureka, to coin a phrase !

After running through the whole process again with XPostFacto and the later version of OSX the difference is amazing. The installation went MUCH FASTER, as if this later version of the installer were accelerated and the resultant system is very quick, responsive and usable. There is no problem opening or using any of the native OSX applications and utilities.

Unfortunately the information in the OSX System Profiler indicates that the OSX operating system only sees ONE of the four 200 Mhz 604e processors that is installed on the Daystar nPower daughter card but that one processor handles OSX version 10.1.4 with no trouble. Everything works. The system is not as snappy as my own upgraded Daystar Genesis MP 800+ but that is to be expected.

From information I got from a from a unsupported Mac discussion page on the internet I opened



the Energy Saver control panel and turned off Sleep. This may or may not have been necessary but there were instructions indicating that this prevents possible data corruption that some users have reported occurring on some systems, so why take a chance.

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# New iTunes Music Store

Apple Computers made the news a couple of times this past month. They started up their experimental iTunes Store, selling songs one by one on the internet to American users and the response to the whole activity has been good. Some of Apple's big marketing schemes did not yield the expected results but if this works out the way Apple hopes it will everybody will benefit.

If you are one of the many listeners accustomed to downloading music off the internet the revolutionary iTunes Music Store puts 200,000 songs at your fingertips. It's built right into iTunes 4 and lets you search or browse genres, new releases, exclusives and more. Preview any song for free, when you find a song you want, buy it for just 99¢.

**What you've been waiting for.** According to



Apple it's what music lovers have been waiting for: a music store with Apple's legendary ease of use, offering a hassle-free way to preview, buy and download music online quickly and easily. The iTunes Music Store has virtually every category of music to choose from. And whatever your tastes in music are: Rock, Rap, Jazz, Blues, Pop, Latin, New Age, Folk, Inspirational, R&B, Reggae, Electronic, Classical or something in between — chances are you'll find the tunes you're looking for. And the iTunes Music Store's catalog of songs is growing every week. So if you don't find a track you're looking for, come back tomorrow.

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**Getting started** The iTunes Music Store is only available in the U.S. To get running all you need is a Mac with Mac OS X (version 10.2.5 or later recommended), and an Internet connection (DSL, Cable or a LAN-based connection recommended for streaming and downloading music). Just download iTunes 4, click the Music Store icon, and you've got the world's most accessible music store, right on your screen. Feel free to browse for as long as you want. There's no pressure to buy, no annoying pop-up ads, and no confusion about what's offered.

# April MaUsE Meeting

The MaUsE meeting for April 23rd took place as announced in the April 2003 Double Click. This was the first of what we hope will be many meetings at our new MaUsE location. For those of you who missed the news we have moved from Henry Street High School to the Faith United Church on the north side of Nash Road in Courtice located a few hundred meters east of Courtice Road. See the map on Page 2 of this issue.

Using the excellent audio/visual equipment at the Faith United Church our two presenters put on quite a show. The Editor of the newsletter, Michael Shaw, gave a presentation and answered questions from the audience about how he writes



and edits articles for the newsletter and discussed the programs used: QuarkXPress, Adobe Acrobat, and Adobe Distiller. The audience got into the spirit of the presentation and asked questions about how they could submit articles and pictures for publication in future issues, including this one. Of course nothing came of it and no submissions materialized but it was great fun while it lasted.

Jim Foster discussed the fate of our club BBS, the possibility of setting up a mail list accessible to club members, and other topics.

Bruce Cameron looked after the sound system and rested his eyes at the back of the hall.

Jim Foster and Mary McCarthy conducted the raffle which was a big success as usual with winners taking home Adobe Photoshop Elements and PowerOn Now Contact and Now Up-To-Date software, various Apple T-shirts and pens, and new OSX-related books. **The grand prize for the raffle was a big beautiful electric wall-clock with the multi-coloured Apple logo on the face.** I have seen naked lust and unbridled desire at MaUsE meetings before but NEVER on the faces of so many otherwise mild-mannered and placid Club members. It was not a pretty sight. A mugging in the Faith United parking lot was a real possibility.

Our visitor for the meeting was Paul Phillips, a relatively new Macintosh user who has a new PowerBook for a first Mac. .

