

DOUBLE CLICK

A Monthly Publication of Macintosh Users East (MaUsE)

March 1994

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This Months Meeting March 23 rd.

By : Hugh Amos

This months meeting will be on Wednesday March 23 rd., at our regular location, Anderson Collegiate, in Whitby. A map showing the location of Anderson Collegiate can be found on page 8 of this publication. The meeting starts at 7:30 P.M. and shareware disk sales begin at 7:00 P.M..

ClarisImpact Demo/Presentation!!! (Claris comes to MaUsE)

At the March meeting Dave Hudon of Claris Canada will give a Demo/Presentation of Claris's newest application, "ClarisImpact". ClarisImpact is an up to the minute, state of the art, graphics application. I believe this to mean that it will be different than the "old" graphics applications that we are used to. Judging from the high quality products



Claris has been putting out lately. I think that Mac users are well advised to take a close look at this one. A rumour is that ClarisImpact files will be directly usable in both Macintosh and Windows systems with no translation needed.

Dave Hudon has given presentations at MaUsE meetings at least three times in the past. The last time it was a presentation on ClarisWorks 2.0 and it was truly an interesting and informative evening. Another thing to watch for is the Door Prizes/Raffles that usually materialize at special events like this.

See You at the Meeting!
Hugh Amos

MaUsE
Macintosh Users East 

March Membership Drive

By : Hugh Amos

\$5.00 off your annual dues for each new member you bring to the club!!! Yes, believe it! As an incentive to recruit new members, a \$5.00 rebate will be paid to existing MaUse members for each new member that joins our club under their sponsorship. This offer will run until the end of April 1994. All memberships are due by the end of March. The \$5.00 off will be applied against your annual \$35.00 membership fee. The \$35.00 fee covers Club membership for one year, a monthly copy of our newsletter "Double Click" and one hour per day access to the MaUse BBS. Access to the CD ROM (more than one gigabyte of the latest shareware and freeware) on the BBS costs an additional \$20. This means that if you want access to the CD ROM as well as club membership, submit a cheque for \$55.00.

Please pay fees to Doug Kettle, our Membership Chairman, at a meeting, or by mail. Cheques can be sent to the MaUse Mailing Address shown on page 2 of this newsletter Attention : Doug Kettle.

Ontario Computer Fair

Our 5th Year Saving Money for Buyers & Sellers

Our club will be manning a table at the 5th annual Ontario Computer Fair, Sunday April 24 - Soccer City, Whitby, only minutes away from #91. Serving Durham region and the surrounding areas, including Peterborough and Lindsay. Come out and see the fair, and don't forget to stop by our table to say hello!

One Dollar Off Coupon

Ontario Computer Fair

Sunday Apr 24th

Soccer City, Sunray Court, Whitby

MaUse club members are allowed \$1.00 off

the show admission.

Meeting Calendar 1994

March

Clarismapact demo/presentation by Dave Hudon of Claris
Canada

Executive Contact List

Please feel free to contact any of the following individuals if you have comments or questions relating to Macintosh Users East or Macintosh computing in general.

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Advertising Rates

Full Page	8 1/2 x 11	\$40.00
Half Page	7 x 4 1/2	\$25.00
Quarter Page	3 3/8 x 4 1/2	\$15.00
Inserts	Max. 8 1/2 x 11	\$50.00
Business Card	3 1/2 x 2	\$10.00

Contact : Hugh Amos, Double Click Editor (905) 683-4320

- April**
To be announced
- May**
To be announced
- June**
Meeting to be held at E.D.S.
- July**
Pool Party at John Field's place
- August**
Barbecue at Bruce Cameron's Place
- September**
To be announced
- October**
LottoMac - Auction - Fundraiser Night
- November**
Executive Elections
- December**
To be announced

DOS to MAC and BACK

By : Kevan M. Light (MaUse member)

At my place of work everyone uses a IBM compatible Dos based computer, and I seem to be the only Mac fanatic among them. Maybe there are some closet Mac users, but none that are willing to admit it. I am constantly extolling the virtues and advantages of the Mac. One reply that I received was, but can the Mac read Dos files?, I quickly defended the Mac. So now I was in a position to prove my point and bring in some great graphics and text done on a Mac and copied to a Dos formatted disk.

GRAPHICS CONVERSION

One of the more common graphics formats for the Dos crowd is the GIF files (usually a title ending with a GIF suffix - .gif). I quickly downloaded the GIF Converter from the MaUse BBS to convert some great PICT graphics (bitmapped stuff - not the much better Postscript EPS stuff) to GIF files. The GIF converter worked great: just choose the picture you want converted and a copy of it will be displayed. Then you select the portion (or all of it) that you want saved, select the format that you want the picture saved in (GIF in this case), press OK, then a copy of the file is in the GIF format.



TEXT CONVERSION

At my workplace, we commonly use WordPerfect as a our main word processor program. I have MicroSoft's Works and WordPerfect (which I won at one of the MacWorld shows). WordPerfect and MicroSoft Works allow me to save text in many formats (Word for Dos, Word for Windows, Excel, Lotus 1 2 3, Works, PCWorks etc.), as I'm sure with most other good word processors. Hopefully, I will not need to convert the text into anything special as WordPerfect format should suffice.

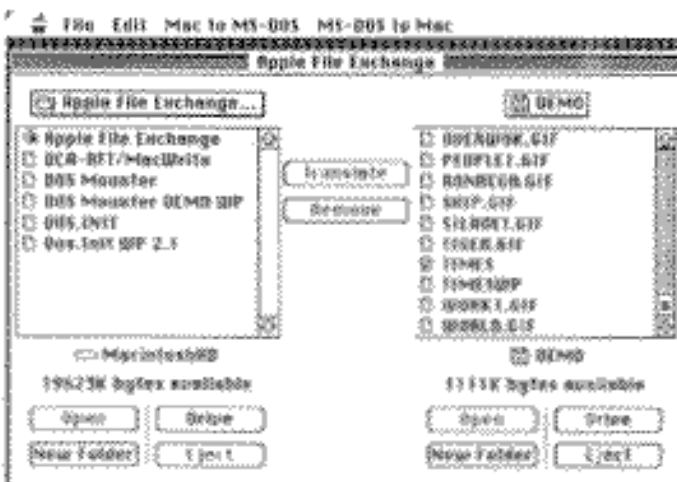
DOS DISK RECOGNITION

Initially I was left with the false impression that the Mac disk drive (FDHD) can read many formats (400k, 800k, 1.4M, and Dos) without any special software or hardware. I believe that the Apple Mac advertising on that one was a bit misleading. I was wrong with the Dos part. I put in the DOS formatted disk in the drive and I received an error message asking me if I would like to initialize the disk (in the Mac format of course).

APPLE FILE EXCHANGE

The FDHD drive (Superdrive) can accept MS-DOS disks only when Apple File Exchange is running. Apple File Exchange (AFE) is an application that does just what it's title says, it will allow your FDHD to read DOS formatted disks and will translate the data. If you use AFE to copy an IBM generated text file to your Mac, the file shows up in the Finder as a regular text file, which you can then open using a word processor's Open command. With the great help I received on the MaUse BBS (Jim Foster among others), I was recommended to use AFE and DOS.INIT which goes into the Control Panel folder found in the System Folder.

One very important point to remember when using AFE, NEVER RUN AFE WITH DOS.INIT AND DOS Mounter INSTALLED IN THE SYSTEM FOLDER. You might get a Type 1 error message, or the DOS disk might end up spinning forever (until you restart or shut down).



DOS.INIT 1.2

DOS.INIT 1.2, is a basic dos mounter application. (This is not an init, but a CDEV). To install just drop DOS.INIT into your system folder and restart. DOS.INIT will allow you to see IBM floppies on your Macintosh's desktop. (Requires system 6.07-7.x, Superdrive or compatible floppy drive). I didn't test DOS.INIT, but I believe that it works the same way as DOS Mounter (the next utility mentioned).



Dayna DOS Mounter

Another utility that could help in this area is Dayna DOS mounter that goes into the Extensions Folder found in the System Folder. Dayna DOS Mounter is advertised as the 'MS-DOS Desktop Utility for FDHD Drives'. With DOS Mounter in your System Folder, any MS-DOS disk you put in the FDHD drive will appear on the desktop. You can select and drag it with the mouse. You can copy files, documents, and applications to and from it and drag items to the trash. The only restriction is that you must use AFE to erase a disk and format it in MS-DOS format. DOS Mounter makes MS-DOS data look and behave just like Macintosh data. When you open the disk icon, its subdirectories are displayed as folders and its data files as documents. Like any Macintosh document, these documents can be opened and edited by any compatible Macintosh application. I had a few extension conflicts with Dos Mounter. I'm not sure which ones were not happy with each other, but after I removed about 4 extensions from the extensions folder I no longer had any conflicts. Some of the problems that occurred with the extensions conflict were the Mac ended up freezing up upon start-up. I had to restart the Mac with all the extensions turned off (via the return key pressed down). And remove most of my extensions.

Certain kinds of files (such as plain text) require no special translation. DOS Mounter will not translate files into the DOS format, but it will allow you to copy files to the DOS disk. This is useful if you have text that does not have to be translated (if you had, say WordPerfect for Mac and you were going to read this text with WordPerfect for the IBM). Conversely, if you were to read the text from the DOS disk in your Mac, it would help if you had a compatible Word Processor in both your Mac and IBM.



The Bottom Line

If you are only occasionally transferring files to the DOS

world then I would recommend using AFE (with all or most of your extensions switched off). This avenue gives a quick and easy route to transfer files. The program can even format a blank disk to a DOS formatted disk.

The DOS Mounter and DOS.Init would be useful if you wanted to copy files straight to the DOS disk without any translation. For example, if you had similar Word Processing programs in both your DOS and MAC worlds, and if you kept GIF files instead of PICT, TIFF or EPS files, or if your DOS counterpart could read any of your PICT, TIFF, EPS etc. files.

Painter 2.0 - An Artist's Review

by : Thomas J. Vilot

Paint programs on the Macintosh system have had a number of limitations which make them less attractive to traditionally trained artists than regular drawing and painting materials. Generally, the design philosophy of these programs center around various types of brushes, fills, selection capabilities and such. They have a look and feel which is quite "electronic" in nature. That is, they rarely feel at all natural and require the artist to have a thorough and natural understanding of computer graphics, Macintosh file formats, bit-transfer modes, selection "logic", and a host of other computer-geek things, all of which are both foreign and unattractive to traditional artists. Artists want brushes and canvases. That's about all. But, if you could give an artist a brush and canvas and a whole host of customizable options and computing power, he would be very happy.

Painter 1.0 approached this frontier with a wholly different approach. Painter is the first paint program written for the Macintosh which truly attempts to mimic traditional drawing and painting materials. And it did a great job. Until Painter 2.0 came along, that is.

While maintaining the most desirable features of Painter 1.0, 2.0 builds additional power into the program. Many of the new features are things I am sure all of us wished were there in the first place. Others are novel ideas and unique solutions to festering difficulties. Some more basic shortcomings of Painter 1.0 have not been addressed (you still can not, for example, resize the canvas of your painting). Still, if you are accustomed to pen, brush and paper, and you are using your Mac to produce "real" art, you're going to want this one.

New features.

Painter 2.0 adds a host of new "bells and whistles". Here's a quick overview of them:

- Speed improvements. Painter now easily rivals Photoshop in redraw speed, as well as keeping up with the brush. Zooming in and out of an image is a pleasure.
- User-definable paper textures. Any 100 x 100 pixel area can be captured and defined as a paper texture. Obviously, this will be a repeating pattern.

- Photoshop-style full screen toggle. The image may be centered on a neutral gray matte. Additionally, that annoying habit of Painter preventing you from resizing a window larger than the image size has been replaced with Photoshop-style window resizing. You can now make windows larger than the document, revealing a neutral gray matte.
- The Mask Layer. Masks are now powerful shape-based objects. You can import EPS files from Illustrator and Freehand and use their outlines as masks. You can "turn on" and "turn off" individual shapes, and have standard even/odd rules for these shapes (i.e. objects inside other objects subtract from the total mask). Although you can not draw or edit bezier curves, nor can you edit the shapes you import (save for resizing and distorting), the addition of EPS import and export for these shape-based masks is a great and welcome advance. I have found round EPS shapes don't maintain their smoothness once imported into Painter 2.0, however. Masks are supported by the ability to maintain libraries of masks.
- A "Brush Looks" palette. Brush looks are combinations of brushes, textures and brush behavior definitions that can be combined to define a "brush look". This is similar to defining custom brushes, but more powerful.
- Custom Brushes. Previously, in Painter 1.0, you could only define custom variations of a brush. While you can still do this, you can also create your own brushes from which you can derive other variations. You define the "icon" for your custom brush by selecting a small area of a painting, and selecting "Save Brush" from the "Custom" menu.
- Session Recording. In Painter 1.0, you could record a single brush stroke and re-use that brush stroke with each click of the mouse. In Painter 2.0, you still have that ability. But, in addition, you may now save an entire brush stroke "session". Everything you do from the beginning to the end of a recorded session may be played back any time, similar to MacRecorder or QuickKeys sequences.
- Surface Control. In addition to the ability to define paper textures which can be used with various brushes, you may also apply paper textures to your document, or textures based on the image luminance of your document. Utilizing this option, you can create the impression that parts of your painting are thicker and more raised than other areas of your painting, based on their luminance. Other surface control features include custom lighting, whereby you may define custom spot-lights for your painting. I have found this to be a somewhat useless feature, although nifty to play with once in a while.
- Glass Distortion. This is a surface control option which creates the effect that your painting is sitting directly behind a plate of glass. The glass can have a texture based on the currently selected paper texture or image luminance.
- Dye Concentration. You may now adjust the dye concentration in your painting based on image luminance or paper texture.
- Resize. Painter 2.0 suggests resampling up and down. You may not, however, resize your "canvas", as you can in Photoshop. Bummer. I have found this dialog to be buggy and confusing at times, as well. It should be as intuitive as Photoshop.
- Straight line drawing support. Although not shift-constrain, there is a menu option which allows brush strokes to be

constrained to straight lines.

- Liquid Brushes. These brushes are one of the most pleasant surprises in Painter 2.0. They allow you to smear the paint across your canvas in any of a number of ways. You can smear the paint based on paper texture and selected colors. I have found this to be a tantalizing, intoxicating and addicting practice. Careful. You are going to make some ugly paintings the first few times you use this!
- Color separations. You may now save your paintings as color-separated EPS files. You may not open these files in Painter, however, so keep your original paintings in Painter or Photoshop format.
- Grid overlay. You can now define a grid to use as a guide over your painting. Grids can be defined in a variety of units, including pixels, points, centimeters and inches. Grids are not "sticky" however, and I have found no way to print them. Grids may be rectangular, lines or dots.
- Full support for Adobe Photoshop style plug-ins.

A few drawbacks:

- Painter 2.0 does not read Photoshop 2.5 documents. Not surprising, since Photoshop 2.5 was released after Painter 2.0.
- Inability to resize the canvas.
- Inability to crop the image. You can, however, copy a selection to a new document whose dimensions match those of the selection exactly.
- Some brushes take a terribly long time to build. In particular, brushes which have a range of random angles can take almost a full 30 seconds to build.
- Buggy updating of floating selections with grid on using a Rocket 25.
- Mask objects (which are object-based) can not be edited. No bezier support for mask objects.
- Although you can record a painting session, there is no way to replay a session at a higher resolution. That is, sessions are pixel-based, not document dimension based. While this makes sense, it would be nice if brush sessions could be made proportional to document size, thereby essentially creating "resolution independent" art which could be recreated at any time. Brush sessions are relatively small files, as well.

Overall, Painter 2.0 rates high on my list of graphics software. On a scale of 1 to 10, Painter certainly rates a 9. And, with the addition of Painter XT, a set of extensions which (or so I have heard) allow you to work with multiple selections over a document, Painter may yet cross the big 10! I highly recommend it for any serious traditionally trained artist. If you have Painter 1.0, you are out of your mind if you don't go for the upgrade.

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MEJ NEWS SERVICE EXCLUSIVE 1993



Book Review

MacArcade: Don Ritter's Top Shareware Game Picks

By Don Ritter

Ventana Press

Chapel Hill, NC

\$27.95

Reviewed by Tom Pitts

Da, da, da, doo, da, doo... The alternating high and low pitch beat of an incessant, eerie march is imprinted deep in your brain as you watch the Space Invaders stomp imperiously across the screen. Ching! Ching! You fire away as they come overhead. Suddenly there is a dull rumble. Your base man explodes—the victim of one of those deadly space invader bombs. Three men and you're done for.

Another quarter, you'll just drop one more before giving up. And then it happens again and again, and one more quarter becomes a whole evening of one more quarters until you must stop for lack of money or due to tired eyes, or because the place is closing. Ugh! You don't reach 10,000 points. You'll be back!

Electronic games, particularly of the arcade style, are highly addicting. But they are great fun as well. Over the last decade the personal computer boom brought a great many games to our desktops—and let us stay home, save quarters, and still get the thrill of blasting an alien or two whenever the urge hit. It's a rare personal computer user who doesn't sneak out a favored game every now and then just to get a break from the drudgeries of a spreadsheet or database or whatever. We need to play—it keeps us sane.

The Mac is particularly well suited to games because of its ease of use and graphical user interface. Most Mac users have at least a game or two in their software library. However, commercial games can be expensive—they are not usually upgraded free, and a new version may be needed any time the system software is modified. Plus, a game just gets old after you've played it a few thousand times. So what's a Mac user to do for fun yet not run out of quarters?

The answer may well be shareware and freeware games. You know—those you get on your user group Disk of the Month or from an electronic bulletin board like America Online. There is a wealth of games of every style imaginable available from these sources. You just have to shop around and experiment a bit to find something you like. That requires some time, energy, and a few dollars for online fees. Of course, one who braves the volatile realm of shareware games will likely encounter repetitive system crashes and unforeseen hardware incompatibilities just to cull out the bad from the good. Unfortunately, there may be more bad and ugly than good, for every budding programmer seems destined to release an early beta version of the very first game he writes. Many Mac users are unwilling or unable to evaluate the perils of shareware game experimentation just to find one or two good ones. There is a solution to this dilemma.

Every Mac game lover should get a copy of MacArcade: Don Ritter's Top Shareware Game Picks. Don did the leg work for us and came up with an encyclopedic catalog of the best shareware games available for the Mac. And I do mean encyclopedic! Everything you ever wanted to know about good shareware games is here.

MacArcade is a 200-plus page book that is divided into three sections and comes with two high density disks that contain Don's top ten picks. The first section, a mere dozen pages, will get you started with details of where to find shareware, how to extract compressed files, what compatibility problems might arise, and more—including the list, yup, Don's top 40. Casey Canon look out!

The second and third sections contain the meat of the book. Section II covers the top ten picks—these on the accompanying diskettes—and Section III the other thirty games, "The Rest of the Best." Each game is detailed in a 2-5 page write-up. This is the "encyclopedic" aspect of the book.

To use, or paraphrase, Don's own words, each description of a game includes the following:

- name, street- and e-mail addresses of the game's author;
- shareware fee, if any;
- game summary;
- number of players supported;
- type of documentation and online help available;
- necessary system requirements, such as color or black and white monitor;
- minimum RAM;
- Mac models and system software versions on which he tested the game;
- movement control, such as mouse versus keyboard;
- detailed description of the game and comments about features and game play;
- hints, tricks and undocumented features—a nice little inside setup you'll appreciate;
- online location and how long it takes to download the game;
- any enhancements or additional modules;
- biography and picture (if available) of the game's author(s)—an interesting addition;
- screen shots from the game—another really great detail.

Don's descriptions make good reading even if you don't plan to get a particular game. It is obvious he spent long hours playing each game and his descriptions and hints could only come from a true game veteran. If you are playing one of these games you'll find his tips a real life saver. For example, about MovoD, a tank shoot-em-up game written by a Los Angeles area (shoot-em-up; where else but LA?) teen, Don advises:

- "If you run out of bullets you have only two options:
- 1) Try to trick your opponent into wasting all of his or her ammo...
 - 2) ...use your shield...until you die... or your opponent will rack up points..."

Some game tips can be applied to real life it seems. And only life itself has more underutilized features than computer games—you will find loads of them here.

The book is laid out beautifully. Large print, consistency of presentation, and liberal use of graphics lend it eminent visual appeal.

Don Ritterer, the author of MacArcade, is one of the most prominent and productive members of the Mac community. He has edited newsletters, written extensively about the environment as well as personal computers, is currently a forum leader on America Online and is founder and editor of MNS, the Mac User Group News Service, an invaluable resource for Mac user groups around the world. With MacArcade Don has scored another big hit and we are the winners.

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MUG NEWS SERVICE 1993

MaUse Classifieds

MaUse members are encouraged to use this section to advertise anything that they want to sell (or give away) (it doesn't have to be computer related). There is no charge for this service for MaUse members.

Wednesday, January 5, 1994 12:46:25 AM
DC Classifieds Item

From: Jim L. Foster
Subject: Genie & CIS Trials
To: DC Classifieds

I recently purchased a new modem for home and also got a new modem at work. With both, I receive some promotional literature and discount price offers to become a member of CompuServe (just 1) and of Genie (both). If anyone is interested in using these packages, please let me know and I'll be glad to supply them to the first respondent.
Jim

The following articles are offered for sale by Chris Greaves (phone # (705) 887-2508).

Book The ABC's of EXCEL on the Macintosh V1.5
314 pages - ideal for new users Worksheets made simple.
\$2.00

Financial Andrew Tobias "Managing Your Money"
Learn how to keep track of your inflow/outflow Warranty
Card Book and Disk, Version 5 \$25.00

Apple System Software At Ease - Apples user friendly desktop.

File security when others use your Mac. in box -
unopened - warranty card \$50.00

Desktop Publishing Software ReadySetGo! Version 5
(1992) Great easy to learn professional DTP 3 Books - 4
disks and Tutorial samples \$50.00

Desktop Publishing Software ReadySetGo! Version 6
(1993) Great easy to learn professional DTP Book-4
disks, Registration Card -Street \$200 \$80.00

Spreadsheet Standard Lotus 1-2-3 for Macintosh Release 1.1
IBM and Mac standard in shrinkwrap box - unopened
- upgradable \$250.00

Grammar and Style Checker Right Writer for the Mac
Input any text output grammar suggestions uses 4500 rules to
make recommendations \$15.00

Hard Drive System Software Fastback II - Fifth Generation
Systems Automatic backup files - System 6 Book - 1 disk
\$10.00

Image Software System 6.xx Aldus Gallery Effects Version
1.0 Weird effects to grey-scale/colour images. Box -
Manual 123 pages - 4 disks -samples \$50.00



About Double-Click

Contributors:

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Macintosh News Service

Double-Click is produced monthly, where possible, by and for members of Macintosh Users East (MaUse), an Apple Macintosh Computer Users' Group serving the Durham Region & environs, for the purposes stated in its constitution. There is no charge for this publication. Articles published in Double-Click may be reproduced for non-commercial purposes by other Macintosh User Groups or interested parties without prior permission. Any other reproduction of any part of this newsletter requires the written permission of the author(s).

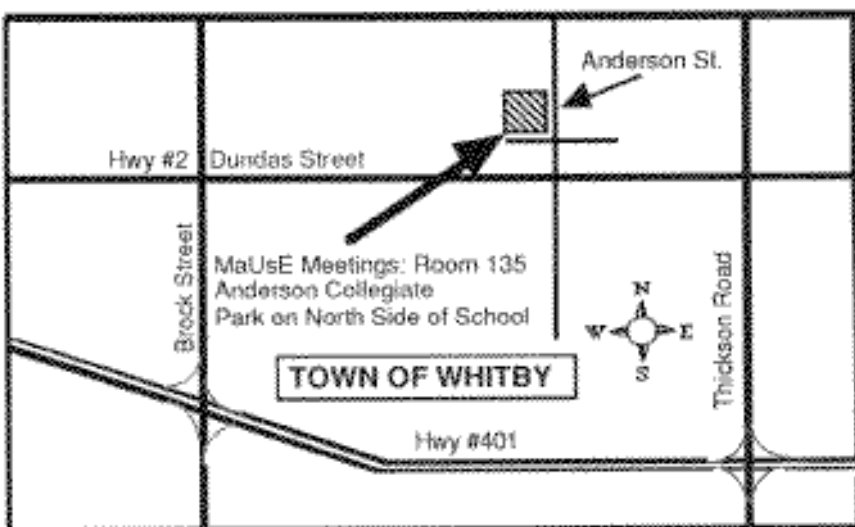
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This month's issue of Double-Click was produced on a Macintosh Centris 650 computer with a 16" monitor using Clarisworks, a product of Claris Corporation.

Typefaces:

Headers are set in Helvetica
Body type is set in Times

MaUse Meeting Location & Schedule



Members of the general public, guests of MaUse members, and all regular MaUse members are invited to attend any of MaUse's membership or Executive meetings. It is NOT necessary to bring your Macintosh with you...all that's required is an interest in Macintosh computing.

Listed at right is the schedule for 1994. Membership meetings are generally held at Room 135, Anderson Collegiate in Whitby (see map above) starting at 7:30PM. Shareware disk sales begin at 7:00PM. Executive meeting locations vary...call ahead to confirm exact locations/times.

<u>Month</u>	<u>Exec Mtg</u>	<u>Member Mtg</u>
March	3rd	23rd
April	7th	27th
May	5th	25th
June	2nd	22nd
July	7th	27th
August	4th	24th
September	1st	28th
October	6th	26th
November	3rd	23rd
December	1st	28th

Acknowledgements

MaUse is a member of MNS, the Macintosh News Service, which acts to distribute information/articles between Mac User Groups in North America. Various articles in Double-Click are provided courtesy of MNS and its Corporate sponsors.

Apple User Group Connection is this month's MNS Sponsor. The Executive of MaUse and Double-Click Editor thank Apple User Group Connection for providing this service. We encourage MaUse members to advocate the products/services of MNS Sponsors.

Each month's MNS disk becomes a part of our MaUse Public Domain software library and members are welcome to see Bruce Cameron for copies or information regarding the contents of these MNS disks.

**This Month's MNS Sponsor is
Apple User Group Connection**

