DOUBLE CLICK

A Monthly Publication of Macintosh Users East (MaUsE)
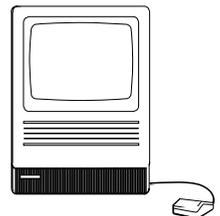
December 1995

In This Issue

Season's greetings

MaUsE
Macintosh Users East

Bruce Cameron

Chris Greaves

Jim Foster

Michael Gilhooly

Doug Kettle

From the Editor

By : Hugh Amos

Double Click Online
I received a lot more articles this month than I have room for in this eight page newsletter. I will include all this extra material in the online version of Double Click and publish it as usual on our BBS (The Source). DC Online is available to all MaUsE members who use our BBS.

Save a Tree! Receive Double Click online on our BBS, (The Source), and help save a tree! Send me E-mail on the BBS indicating that you want to receive DC by E-mail instead of by snail mail and I will personally E-mail it to you each month. 16 MaUsE members are on my E-mail list now and the list is growing almost daily.
Benefits Include: more content; colour graphics; and fast delivery.

Software Reviews
Member volunteers are needed to do software reviews. The usual way this works is that the reviewer receives a free copy of the software in return for the review, as long as it is published in a newsletter such as Double Click. Interested members should contact a member of the executive.

Hugh Amos

****

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.

Position/Name	Phone #
President	Bus: (905) 644-4736 Oshawa
Bruce Cameron	Hm: (905) 983-9205 Orono
Past President	Bus: (905) 683-4760 Ajax
Hugh Amos	Hm: (905) 683-4320 Ajax
Membership Chairman	Hm: (905) 683-3214 Ajax
Doug Kettle	
Programs Chairman	Hm: (416) 487-3973 Toronto
Justin Derrick	
Librarian	Bus: (905) 644-4736 Oshawa
Bruce Cameron	Hm: (905) 983-9205 Orono
Double Click Editor	Bus: (905) 683-4760 Ajax
Hugh Amos	Hm: (905) 683-4320 Ajax
BBS Administrator	Hm: (416) 487-3973 Toronto
Justin Derrick	
MaUsE BBS	(905) 404-9874 Oshawa
Publicity Chairman	Hm: (905) 432-0921 Oshawa
Jim Foster	CompuServe ID: 76366,566
Educational Liaison	Bus: (905) 721-3111 Oshawa
Michael Gilhooly	Hm: (905) 697-0121 Oshawa
Exec-At-Large	Hm: (705) 887-2508 Fenelon
Chris Greaves	Falls
Exec-At-Large	Bus: (905) 644-7404 Whitby
John Field	Hm: (905) 885-8718 Port Hope
	Fax / Data (905) 885-8618
MaUse Message Line	(905) 433-0777
MaUsE MAILING ADDRESS	Macintosh Users East 419 King Street West Oshawa Centre P.O. P.O. Box # 30530 Oshawa, Ontario L1J 8L8

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

Meeting Calendar 1996

Editors Note: The 1996 Meeting Calendar is currently in the planning stage. Look for it in the January Double Click.

****

Special Interest Groups

By : Hugh Amos

Existing SIGs

Internet SIG
Interested parties should check out the Internet SIG Conference on our MaUsE BBS .

New SIGs

Music / MIDI SIG
Contact Lorraine Campbell at 668-9780.

New User SIG
Contact Lorraine Campbell at 668-9780.

****

Mac New User SIG: Interest? Survey

By: Jim Foster

Discussions have been proceeding slowly but surely on several fronts aimed at creating a New User SIG (Special Interest Group) within the framework of MaUsE. In order to proceed further, we need to find out approximately how many of our members want a New User SIG and some things about how they feel it should be structured.

Member Lorraine Campbell was out of the chute early in expressing her interest in seeing a New User SIG launched. Lorraine reports that not too many people have called her in response to the notice carried in past issues of Double-Click, so this article may be your LAST CHANCE to express your wishes.

What we have in mind is simply to run some special meetings or get-togethers aimed at New Users ... it is often difficult to find sufficient time to devote to New User issues at our regular membership meetings so making time for this special group of members seems like a logical next step. Other services aimed specifically at New Users could certainly evolve from the initial meetings.

In order to hold such meetings, however, it is important for us to have an idea of how many individuals would participate. Also, we need to find out what the best time, place, and day of week would be for the majority of interested people. The number of participants greatly influences the size of a meeting place needed.

There will be no additional charge to attend New User SIG meetings. We are exploring the possibility of using facilities at the Oshawa Public Library and hope to have more to report along these lines early in 1996.

What do we need YOU to do? It's simple. We would ask just that you give Lorraine Campbell a phone call at 905-668-9780 and let her know of your interest. Also, if you have a preference for day of week, time of day, or location for meetings, let her know. Next, give Lorraine some indication of what sorts of information you are searching for in a New User SIG meeting. Finally, be sure that you tell Lorraine how we can get back in touch with you. If you have an account on The Source, any updates on New User SIG activities will be posted there. We'll also keep members abreast of news here in Double-Click. It would nevertheless be a good idea to leave your phone number in case it is needed.

Experienced users are NOT excluded from participating in New User SIG meetings. Volunteers to help with providing advice and information are always welcome. If you feel you could contribute help to this activity, be sure to call Lorraine and let her know this also.

With all the Macs and Mac software that will be under the Christmas Tree later this month, I'm sure we have many members who will have need of a New User SIG in 1996. Let's hear from you soon.

Jim

****

December Mac Vendor Deals Summary

for
Mac User Group Members

Editors Note : The following type in italics is information for those members who belong to e-World (Apples BBS), and who want to receive this information direct from e-World.

User Group Connection
Welcome to the MUG-Member List
for Mac User Group Members

Welcome to UGC's MUG-Member mailing list. We added you to this list because either (a) you subscribed, or (b) your e-mail address was in our database of Mac and Apple User Group members on eWorld. If you don't wish to be on this list, simply send a message to listserv@ugconnection.org with the subject UNSUBSCRIBE MUG-MEMBER from this account; you will receive a confirmation notice. If others in your group would benefit from being on this list, please forward this item, urging them to subscribe. [note: the name changed from MUGDEALS but either name will work for now].

We'll be using this electronic mailing list to distribute information on special deals included in our monthly mailings to US & Canada User Group ambassadors. We also will broadcast: User Group Store news; surveys and requests for input; breaking news of interest to User Group members and the Mac community; and events hosted by User Groups.

We expect to send an average of only half a dozen messages per month. Only UGC can send to this list, so you won't receive ads or have your mailbox filled with irrelevant messages. We'll use a special address to broadcast messages [MUG-Member@ugconnection.org] so you can easily spot our messages.

December Mac Mailing Special Deals Summary

Note to MUG Members:
If you would like more product information, or order forms for products listed, pick up the printed, detailed flyer at the MaUsE members meeting for the corresponding item in the mailing. Some prices do not include shipping or tax. When you call and ask for information, or order a product, identify yourself as a User Group member. Information is supplied by the vendors, not UGC; we can't verify the accuracy of their claims.

Adobe Systems Incorporated
Take advantage of great discounts on "Adobe For You Products for User Groups!" A special savings of $10-off estimated street price for User Group Members on the "Adobe For You" line of consumer graphics and desktop publishing solutions:

    * Adobe Art Explorer 1.1 Deluxe CD ~ only $19.99
    * Adobe HomePublisher 2.0 Deluxe CD ~ only $39.99
    * Adobe HomePublisher 2.0 Disks ~ now just $39.99
    * Adobe Paint & Publish Deluxe CD ~ for $89.99
    * Adobe Paint & Publish Disks ~ just $79.99
    * Adobe PhotoDeluxe 1.0 ~ for only 79.99
    * Adobe SuperPaint 3.5 Deluxe CD ~ just $59.99
    * Adobe SuperPaint 3.5 Disks ~ now $39.99; and
    * Adobe Type Twister 1.0~ only $19.99!

To order your packages, call 800-888-6293 and ask for Offer # 4-70-43-6. A special offer on Adobe Press books is now available to User Group members Only. You can receive a 25% discount on all available Adobe Press Library, Classroom in a Book, and Professional Studio Techniques titles. Call 800-428-5331 and mention source code HAYC. Offer good until February 1, 1996.

In addition, Cytopia Software Inc. (CSI) extends a special 30% discount to User Group Members on "CSI Socket Set Volumes One and Two for Adobe Illustrator" and "CSI PhotoLab for Adobe Photoshop." To order, call 800-588-0274 and mention your User Group affiliation to qualify for the discount and receive a free copy of "CSI Plug-in Manager for Photoshop" with purchase.

Ashlar Incorporated
Vellum is recognized as the most innovative CAD application on the market today. Customers and analysts consistently applaud its ease-of-use, and give Vellum top honors every year. Running native on the Macintosh and Power Macintosh, you can now purchase Vellum at a 47% savings for a limited time! Please ask your UG ambassador to show you our flyer with details.

CMP Publications
What's new online ... and how do you get there? Find out with "NetGuide Magazine," the new monthly program guide to cyberspace. Get 3 issues of "NetGuide Magazine" absolutely FREE. If you like them, receive 12 more issues (15 in all) at the special introductory rate of $14.97. Every month, "NetGuide Magazine" will help you find the online topics and events that are of greatest interest to you... with more than a hundred new listings each issue. Plus, you'll get fascinating feature stories about everything from sports and games, to online romance, to financial planning. Send for your 3 FREE trial issues today.

EveryWare Development Corporation
Tango is Everyware Development Corporation's powerful new visual development tool for integrating Butler SQL databases with WebSTAR Web servers. Tango lets non-programmers create solutions such as online shopping malls, product catalogs, seminar registration systems, guest books, voting forms, and much, much more. There is no need to write custom CGIs in C, AppleScript, or Perl; Tango does it all for you. Included in your User Group ambassador mailing are product brochures for both Tango and Butler SQL. For a limited time, Tango is being bundled (at no extra cost) with But-

ler SQL. Butler SQL is the most popular SQL database for the Macintosh with over 40 off-the-shelf Macintosh applications being Butler SQL compatible. User Groups can purchase Butler SQL at 50% off the list price. The per-server User Group pricing structure for the different versions of Butler SQL is: 2 concurrent-users license $245 ($495 list); 5 concurrent-users license $495 ($995 list); 10 concurrent-users license $745 ($1,495 list); and unlimited concurrent-users license $1,145 ($2,295 list). To take advantage of this special offer please call 905-819-1173, x255 or send e-mail to: ugspecial@everyware.com. To test drive Tango and Butler SQL, visit our Web site at http://www.everyware.com/.

GDT Softworks Incorporated

GDT Softworks is pleased to provide you with this special StyleScript and PowerPrint offer - see your UG ambassador for details. StyleScript provides genuine, Adobe Level-2 PostScript capability for Apple's Color StyleWriter printers. It produces sharp, full-color graphics and professional-looking PostScript output at the highest-quality resolution. PowerPrint provides a complete solution that lets your Mac use virtually any PC-compatible printer. PowerPrint includes both software printer drivers and a high-speed serial-to-parallel cable.

MacPlay

Stock up in time for Christmas on the latest hits from MacPlay! The MacPlay catalog is full of special deals like: buy two—get one free; and special gifts with a purchase; not to mention the great prices. Be sure to check out Descent and Frankenstein: Through the Eyes of the Monster, the must-have games for the holiday season. You can count on MacPlay, your premier Macintosh game source, for all of your holiday needs.

MetaTools

Attention graphic designers, illustrators, and digital imaging professionals! As a User Group member, you can purchase Live Picture 2.0 for only $350 — saving $645—if you call 800-472-9025 and order before December 31, 1995. Together, Live Picture 2.0 and Photoshop extend the power of your Macintosh workstation while letting you use the tools you already know. You'll easily handle more jobs in less time, composite high-res images like never before and capture revenue only the "big boys" have enjoyed. You can also save up to 50% on all other award-winning software from MetaTools, including Kai's Power Tools, KPT Bryce, KPT Convolver and both KPT Power Photos CD-ROM Series — so call today.

Terran Interactive

Terran Interactive releases Movie Cleaner Pro 1.1, a Mac-OS QuickTime video compression utility designed by multimedia professionals. Features such as an onboard expert system, drag & drop batch processing, suspend & resume, and many more have been combined in an easy-to-use interface. User Group members receive over 20% off the street price, and can download the shareware version, Movie Cleaner Lite, from our Web site at http://www.Terran-Int.com/ for a free test drive.

****

Discount Computer Books

By: Bruce Cameron

The following is a list of books available (list was current at the end of November) for $5 each. The publisher is also shown(tab). Use your favourite word processor or spreadsheet to turn it back into a 2 column list. They recommend that you call ahead for stock availability. Located between Allen and Keele, North off Shepard. (Directly North of CFB Downsview).

Discount Mac Books	416–398–3337
PC Mania	1–800–667–4360
4476 Chesswood Drive, Unit 13	FAX 416–398–4119
Downsview, Ontario	
M3J 2B9	

Title	Publisher
MacWorld Guide to MicroSoft Excel 4	IDG Books
MacWorld Guide to MicroSoft Excel 5	IDG Books
MacWorld Guide to MicroSoft Word 5	IDG Books
MacWorld Guide to MicroSoft Works 3	IDG Books
MacWrite Pro Inside and Out	McGraw/Hill
Mastering PageMaker 4	Sybex
Maximizing Your Mac	MIS Press
MetroWerks CodeWarrior Programming	M&T Books
Microsoft Excel 4 Companion	Microsoft Press
Microsoft Excel 5 Step by Step	Microsoft Press
Microsoft Excel Visual Basic F/Apps Step by Step	
	Microsoft Press
Microsoft PowerPoint 4 Step by Step	Microsoft Press
Microsoft Word 5 Made Easy	McGraw/Hill
Microsoft Word 5.1 Made Easy	McGraw/Hill
Microsoft Word 6 Made Easy	McGraw/Hill
Microsoft Word 6 Step by Step	Microsoft Press
MIDI Programming for the Mac	M&T Press
More Mac Programming Techniques	M&T Books
Multimedia Starter Kit	Hayden
Navigating System 7	MIS Press
NetWare for Mac Manual Maker	M&T Books
Netware for Macintosh User's Guide	M&T Books
Object Oriented Programming Power	Microsoft Press
Outrageous Mac Filters	MIS Press
PageMaker 3 By Example	M&T Press
PageMaker 4 By Example	M&T Books
PageMaker 4 Made Easy	McGraw/Hill
PageMaker 5 By Example	M&T Books
PageMaker 5 Expert Techniques	Hayden
Power Mac Programming Starter Kit	Hayden
Power Of Mac Tools 2.0	MIS Press
Power Of QuarkXpress	MIS Press
Professional Studio Techniques Design Essentials	Adobe Press
Programming the PowerPC	M&T Books
QuarkXpress 3.3 By Example	M&T Books

QUE's Big Mac Book 4th Edition	QUE	Idiot's Guide To The Mac	Alpha Books
QUE's Mac Classic Book	QUE	Internet Explorer Kit	Hayden
QUE's Using Filemaker Pro	QUE	Introducing Desktop Prepress	
QuickTime	Prime	Late Night With Mac Hack	M&T Books
QuickTime Handbook	Hayden	Live Wired: A Guide To Networking Macs	Hayden
QuickTime Macintosh MultiMedia	MIS Press	Lotus 1–2–3 Simplified	McGraw/Hill
Real World Apple Guide	M&T Books	Mac 4 Morons	Hayden
Running Microsoft Excel 5	Microsoft Press	Mac Book Of Microsoft Word 5	Sybex
Running Microsoft Works 3	Microsoft Press	Mac Do It Yourself Upgrade Book	Sybes
Show Me The MAc	Alpha Books	Mac Power Tool Kit	Hayden
Show Me The Mac: In Full Colour	Alpha Books	MacDraw Pro 1.5 Complete	McGraw/Hill
Symantec C++ Programming 2nd Edition	SAMS	Macintsoh 3–D Workshop	Hayden
Symantec C++ The Basics	M&T Press	Macintosh F/X	MIS Press
System 7.1 Complete Sourcebook 2nd Edition	McGraw/Hill	Macintosh Handbook Including System 7	IDG Books
Teach Yourself Excel 5	MIS Press	Macintosh Hard Disk Management	McGraw/Hill
Teach Yourself FileMaker Pro 2.1	MIS Press	"Macintosh Joker The"	Hayden
Teach Yourself FoxPro 2.5	MIS Press	Macintosh Made Easy for All Mac Models	McGraw/Hill
Teach Yourself PageMaker 5.0 Techniques and Applications		Macintosh Multimedia: From Mystery To Mastery	MIS Press
	MIS Press	Macintosh OLE 2 Programming Reference	M&T Books
Teach Yourself PhotoShop 2.5	MIS Press	Macintosh Programming Techniques	M&T Books
1–2–3 For The Mac Made Easy	McGraw/Hill	Macintosh: From Mystery To Mastery	MIS Press
Adobe PhotoShop: Classroom In A Book	Adobe Press	Macs For Beginners	QUE
Adobe Premiere: Classroom In A Book	Adobe Press	Teach Yourself QuarkXpress Covers v3.2	MIS Press
Apple Macintosh Including System 7		Teach Yourself Word 5.0	MIS Press
Applied Mac Scripting	M&T Books	Teach Yourself Word 5.1	MIS Press
AppWare: A Developers Guide	M&T Books	Teach Yourself Word 6.0	MIS Press
Best Book Of AppleWorks	Sams	Teach Yourself WordPerfect 3	MIS Press
Best Mac Tips Ever	McGraw/Hill	Telecommunications: The Mac Modem Book	MIS Press
Byte Programmers Cookbook	McGraw/Hill	Troubleshooting Macintosh Networks	M&T Books
ClarisWorks Companion	Hayden	Troubleshooting Your Macintosh	M&T Books
Complete Idiots Guide To The Mac	Alpha Books	Upgrading And Repairing Macs	QUE
"Cool Mac Animation	2nd Edition"	Using 1–2–3 For The Mac	QUE
	Hayden	Using ClarisWorks	QUE
Cool Mac QuickTime	Hayden	Using ClarisWorks v2.1	QUE
"Cool Mac Sounds	2nd Edition"	Using Excel 3	QUE
	Hayden	Using Excel 4 Special Edition	QUE
Designer QuarkXpress	MIS Press	Using Excel 5	QUE
Desktop Colour Book	MIS Press	Using Norton Utilities	QUE
Desperately Seeking Solutions: A Troubleshooting Guide		Using PhotoShop 3	QUE
	Hayden	Using Quicken 3	QUE
Dvorak's Inside Track To The Mac	McGraw/Hill	Using The Internet Special Edition	QUE
Easy Macintosh	QUE	Using The MAc With System 7	QUE
Encylopedia Macintosh Software Instant Reference	Sybex	Using The Macintosh	QUE
Everything You Wanted To Know About The Mac	Hayden	Using The Macintosh Special Edition	QUE
Excel 4 Spreadsheet Strategies and Database Design		Using WordPerfect 2.1	QUE
	McGraw/Hill	Using WorPerfect 3	QUE
Fear Macs No More	Brady	Using Your Mac	QUE
Fit To Print With QuarkXpress	M&T Books	Virtual Playhouse	Hayden
Fix Your Own Mac: Upgrading And Troubleshooting	MIS Press	"Way Microsoft Excel 5 Works The (WYSIWYG Guide)"	
Fractal Design Painter	MIS Press		Microsoft Press
Fractal Design Painter 3	MIS Press	Word 5.1 Companion	Microsoft Press
Great PhotoShop Techniques; Covers v3.0	MIS Press	Word 6 A Practical Approach	MIS Press
Guide To Mac Underground	Hayden	Word 6 Companion	Microsoft Press
Hayden's PowerBook Power Book	Hayden	"Word Book	The v5.1" Hayden
How Macs Work	Ziff Davis	Yakety Mac The Telecom Tome	Hayden
How To Repair And Maintain Your Apple Computer	Chiltons	Your Mac Can Do That	Hayden
HyperCard/HyperTalk	MIS Press		

****

New Account Expiration Policy for "The Source"

By Jim Foster

"The Source" is the name of the electronic bulletin board system operated by MaUsE as a service to its members and the general public. It uses BBS software called FirstClass®, a product of a Canadian company called SoftArc.

Currently, our license agreement with SoftArc limits The Source to a maximum of 300 user accounts. Once the 300th new caller logs onto The Source, the software will disable the ability to add further new accounts until such time as one or more accounts are Deleted or we purchase additional account licenses.

In order to provide the maximum service to our community, it is for this reason necessary to periodically purify the list of BBS accounts to weed out any which are dormant. In other words, if the user isn't going to use the account, we Delete it in order to ensure that there will be room for new callers who do wish to make use of the BBS. The rule of thumb which we have followed is that a "dormant" account is one which has not been used for at least 60 days. There has in the past been one exception to this rule. This was that we never Deleted a MaUsE Member's account, regardless of how long it may have been dormant. We are now changing this policy. Effective immediately, any accounts on The Source which have not been used for 60 days will be deemed to be dormant and will be subject to being Deleted.

If you happen to fall into this category, do not panic!! All that will happen is that the next time to attempt to logon, the system may advise that there is no such user with the User ID you attempted to use and it will display the Auto-Registration screen. You will need to fill in this registration screen again to create a new account, and you will probably then have to wait a maximum of 24 to 48 hours before your new account is upgraded to "MaUsE Member" status. This change in procedure will frankly save the Administrative staff some time in conducting their periodic purification of accounts because they will be able to apply the same rules to all accounts regardless of whether the account belongs to a MaUsE Member or someone in a different Privilege Group.

It is possible for us to have the FirstClass software automatically delete accounts when they have been dormant for 60 days. We do not plan to implement this automatic process but instead will be handling it on a manual basis, because this allows us to make exceptions in extraordinary situations. For example, if you are going to be out of town or otherwise unable to use your account for an extended period, but don't want it to be Deleted in your absence, simply send a note to "Admin" and we will leave your account intact.

Thanks to everyone for your cooperation and understanding. There is today no real threat that the BBS will suddenly use up all 300 accounts, (we are sitting at approximately 120 as I write this), but we are in a growth mode and we feel it is time to refine our "housekeeping" procedures before the number of dormant accounts gets out of hand.

See you all online!
Jim Foster

****

Conflict Catcher 3™ - The Movie

A Review by Jim Foster

For the speed-readers out there, the bottom line is this: Conflict Catcher 3, by Casady & Greene, is a terrific program. It's commercial, so you need to BUY it. Shell out the money. Do it NOW. You'll thank me. End of article.

••

Oh, the Editor says I still have to fill up the rest of the page. Anyone still out there reading? Let's see if I can make it worth your while.

Conflict Catcher 3 (if it's all the same to you, I'll just use "CC3" from here on) does two things but does them very well. These are (1) to help you organize any and all Startup files, which are things like Extensions, Control Panels, System Folder extensions, Fonts, Apple Menu Items, and more, and (2) to help you resolve (a nice word for ELIMINATE!) conflicts between Startup files which can lead to unexpected and generally pain in the butt problems with the operation of your Mac.

Some of you reading this may be pure of heart and never add any third party Extensions or Control Panels to your Mac's System Folder. If so, you may be able to count yourself among the lucky few who have never experienced an Extension conflict. As people gain experience with their Mac, and especially as they come into more and more contact with sources of third party freeware and shareware Extensions and Control Panel files [many are available from our BBS, The Source], the likelihood is that you will introduce yourself to the wonderful world of customizing your Mac with these files. Also, many commercial and even shareware applications add various Startup files to your System Folder when you install them, without you necessarily even being aware of them or of their purpose. Take a look someday inside the Extensions Folder in your System Folder and you may be surprised to see just how many files are there...do YOU know what they all do?

Apple Computer has given us a wonderful operating System, which has as one characteristic the ability to accept third party files which modify its performance. There are literally hundreds of different Startup files which a user may elect to add to their System Folder. On the other hand, even if Apple tried to keep on top of each individual Startup file and its potential effects, some Extension con-

flicts only occur when one Startup file has a problem with one or a combination of other Startup files. This greatly increases the complexity of testing for possible conflicts. For example, if you have 10 individual Startup files, there are 2 raised to the power of 10, or 1,024, possible combinations of these files and that's without throwing in the effect of the order in which they load during the Startup process. Increase that number of available Startup files to 100, and the number of unique combinations goes right through the roof. Which, dear reader, is simply to explain that when Extension conflicts happen you are often on your own in figuring out the problem and resolving it.

Enter Casady & Greene's CC3. Now, I have to admit that I have not even used the actual commercial program yet. My enthusiasm for CC3 results just from my experience with the Demo file, which is available from The Source. This file is, as far as I can tell, a fully functional version of Conflict Catcher 3 but one which will only remain in effect for 72 hours after it has been installed. I recently ran into strange but different Extension problems on both my home Mac Plus and my work Quadra 700, and CC3 Demo nailed both of them down in minutes.
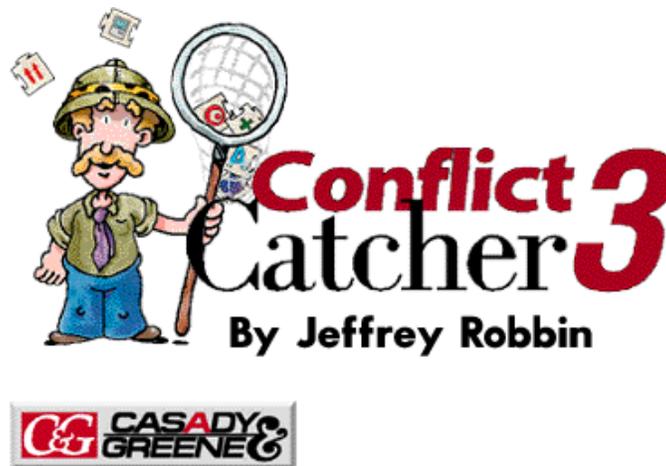
Oh yes, one other little thing I forgot to mention in the prologue: Startup file conflicts will ALWAYS occur at the worst possible time, like just when you are under a deadline to finish a project or leave on vacation. My first recent problem cropped up at work, on my Quadra 700. The basic problem was that the keyboard stopped working. Bang away all you want on the keys but nothing was coming out on the screen. There were two clues that this was related to a Startup file problem. First, the Mouse still worked just fine and it was connected to the Mac via the keyboard ... so it wasn't likely a cable or mechanical problem. Second, the problem seemed to go away if I held the Shift key down while Restarting the Mac. When you hold the Shift key down during the boot process, NO extensions load so this was a pretty good indication that the problem was in some way related to my Startup files. Finally (I know: that's 3), I was pretty sure I was hearing a faint musical chime just before the keyboard was disabled. This suggested to me that whatever was causing the keyboard to go to sleep was probably an intentional feature of something....but the BIG problem was that I was very rushed and didn't want to take the time to use my considerable brain power to figure all this out on my own.

Fortunately, I had just a day or two earlier downloaded the CC3 Demo. Time to put it to the test. For problems like this which occur when you boot normally but go away when you boot with no Extensions, CC3 simply does more or less automatically what you would do manually. That is, it starts by disabling half of your Startup

Extensions, testing for the problem, and moving on through the rest of the Startup files in an organized manner until it finds the culprit.

It took only 7 restarts for CC3 to report that the Apple Extension "Easy Access" was causing the problem. CC3 then took me through a few more steps to confirm that it was "Easy Access" alone, not "Easy Access" in combination with one or more other Extensions, that was really the problem.

With this knowledge, it was a simple decision to simply remove "Easy Access" from my list of Startup Extensions. "Easy Access" is an Apple extension designed to assist disabled users in using the Mac. I really didn't need it, so it was far easier to just permanently disable it than to look into it further and find out if I had inadvertently triggered it into disabling my keyboard or if it was somehow corrupted. All I cared about was that CC3 fixed my crisis in about 5 minutes and I got home for dinner on time for a change!
About two days later, I started up my Mac Plus at home and, BOOM!, no Mouse! The cursor was there on the screen but wouldn't move. Once again, I could have tried to figure this out with pure brain power but instead I dragged out CC3 Demo and gave it the assignment.

As in the previous case, the Mouse worked fine if I started up with the Shift key down and this strongly suggested an Extension conflict was involved. This time, though, after going through each step that CC3 recommended, I couldn't get the problem to come back. The final CC3 step was to allow ALL of my Startup extensions to load but, when I did so, the Mouse still worked fine. Had CC3 let me down? NO, I realized. CC3 is a Startup File Manager as well as a conflict resolver, and one of the first things it does when you install it is that it identifies and disables any other Startup Managers that you might already have had installed. Since I had been using Symbionts, it had disabled this particular Startup file and never brought it back in as part of its tests. Then I remembered that I had only a little while earlier installed the very latest version of Symbionts. Ah-Hah!!

Prior to anyone ever developing Startup File Managers, I had learned the hard way the primary rule of resolving System Startup problems: Think of the last thing you added or modified in your System Folder and go back and undo it!!

I removed the CC3 software, which by the way is handled very elegantly by CC3 itself, and this of course immediately had the effect of allowing Symbionts to load itself again when I restarted. No Mouse. I removed Symbionts and restarted again. The Mouse is Alive!! Simple answer: turf Symbionts until an even newer version comes along and try it again. I probably should send email to Symbionts' creator suggesting it be tested with other Mac Plus's but, as with the Quadra, I was in a rush that day.

If you have ever blown a few hours of your precious time trying to figure out these kinds of problems manually, I think you will understand why I am so enthusiastic about my recent experiences with Conflict Catcher 3. It's sort of like using a hand-held calculator instead of adding up numbers yourself. Sure you could eventu-

ally figure it out, but CC3 does it much quicker.

And that's not even giving CC3 its dues as a Startup File Manager. If all you need is a conflict resolver, I suppose you could just download the CC3 Demo file and haul it out each time you encountered a problem. I expect that you can install the Demo many times and get 72 hours of usage out of it each time. Fine for fixing problems. But CC3 also is a great utility to have all the time for managing exactly which Startup Files you want to have load. I certainly can appreciate the need for this type of software on my Mac Plus. It is limited to only 4 Meg of RAM and I spend MOST of my time using it with no Extensions loaded at all, just to have enough RAM to run my applications. Allowing all my Startup files to load leaves very little RAM left to run applications. But a few of my applications need certain Extensions in order to operate. CC3 allows you to Save specific sets of Startup Files so you can easily call up just the set you need for any given situation. True, there are other Extension Managers which can do this and which are free. But nothing else I have seen combines these two functions as well as Conflict Catcher.

CC3 has many other features, too numerous to outline here. It's made by Casady & Greene, an organization which was much in the limelight at our NAUGSAW '95 event in Toronto last summer. They make great products and they spend a lot of energy and resources cultivating the User Group community.

CC3 has a suggested retail list price of $99.95 U.S. I saw it on sale at Computer City in Warren, Michigan for $62.95 U.S. The latest Canadian MacWarehouse catalog lists CC3 as $99 Cdn, and an upgrade version for $59 Cdn.

To conclude, here's a bit of the fine print from a recent Press Release about Conflict Catcher 3:

"Casady & Greene, Inc. announced today the release of Conflict Catcher 3, the upgrade to multiple-award-winning Conflict Catcher II (MacUser Magazine Eddy award finalist for 1993 and 1994; a perfect 5 star rating from Macworld Magazine, and a 4 diamond rating from MacWeek Magazine) Conflict Catcher 3 offers an intelligent, total solution to dealing with startup file conflicts and management.

Conflict Catcher's advantages were impressive from its inception. It was the first startup manager to be Power Macintosh Native and System 7.5 Savvy. It was also the first to offer a quick, walk-through startup file conflict test with the ability to test existing software and not rely on databases which can quickly become outdated. Other features included the creation of sets, linked startup files, and a detailed System Report which could pinpoint startup files that can slow down Native applications on Power Macintoshes.

Conflict Catcher 3 has over thirty new features, including:
• View Info feature - gives a description of many startup files, including version numbers and a brief note on the purpose of the file
• Sorting and viewing of startup files by seven differenet criteria including date installed, kind, and load order

• Customizable management of any type of file you want, including extensions, Control Panels, applications, fonts, and Apple Menu items
• Intuition feature allows you to guess which startup files you think may be causing your problems and tests them first, saving time
• Scans for damaged startup files
• Color coding of startup files for easier/quicker viewing
• Optional name-labeling of the startup files at bootup so users can finally know what their startup icons represent
• Quick access to Conflict Catcher 3 straight from the Finder menu bar

Terry Kunysz, President of Casady & Greene, Inc., states, "Conflict Catcher 3 takes the witchcraft out of computers by giving users an intelligent tool that translates 'computerese' into plain English. How many people actually know what their startup files (106 in System 7.5 alone) do and whether or not they are necessary to their systems. Conflict Catcher 3 puts a name to each of the startup files at bootup, and the View Info feature offers a short description on many of those files. With the diminishing mystery of the startup file comes a new mastery over the Macintosh for the average user."

Have a Merry Christmas and safe, happy, holiday season. May all your conflicts be small ones. See you at the January meeting.

Jim

****

THE PLATFORM WARS

By: Gerry Kaufhold

August 7th. 1995

Author's credit: Gerry Kaufhold is Vice President of ThorKa Research, which provides analysis and forecasts of markets for technology products. He can be reached at (513) 898-8594 or e-mailed at 73700.3056@compuserve.com

---

Although sometimes taken for granted, the computer you use for desktop publishing applications is truly a vital part of your business. Once you've decided on a computing "platform," a lot of options simply fall into line.

For example, if you're already using a Macintosh, your substantial investments in hardware, software and "the learning curve" pretty much preclude a massive change over to an IBM-compatible PC system.

Other points about choosing a computer platform range from practical necessity ("which minimum configuration costs the absolute least today?") to which one is most convenient ("will my software work with your system?") to zealous religious fervor ("my compu-

ter is more pure than yours.")

Surveys by the National Association of Desk Top Publishers indicate that about 65% of desktop publishing professionals use Macintoshes, 22% use PCs, and about 13% use UNIX.

Just the same, with all the new things taking place in the market, it's important to have at least an understanding of the various platform options available today and some idea of where they will be in the future.

Macs-vs-PCs-vs-UNIX The Macintosh world has never been more vibrant for desktop publishers. The Apple/IBM/Motorola alliance has produced and is shipping PowerPC microprocessors which bring Reduced Instruction Set Computer (RISC) technology to the masses for the first time.

The Macintosh Operating System (Mac O/S) has been upgraded extensively to take advantage of the improved performance of the PowerPC chip. In addition, new O/S features will permit multiprocessing which promises dramatic performance improvements for desktop imaging applications.

Apple has begun the long-promised licensing of the Mac O/S and so-called "Mac- compatibles" have finally hit the market.

With more than a single source for CPUs, pricing of Macintosh machines will come down, performance will improve and new peripherals will proliferate.

This all augurs good news if you're using Macs.

In the IBM-compatible world, king-of-the hill Microsoft has just released a new, mostly 32- bit version of their O/S, Windows '95, which makes PCs "look and feel" a lot more like Macs. Many PC-based desktop publishing applications will obtain an immediate performance boost when new 32-bit versions become available. Brand new chips from AMD, Cyrix, NexGen and others will soon bring competition, lower prices and higher performance to the PC world.

Intel is pushing forward with RISC-like microprocessors such as the P-6.

The world of UNIX is becoming more and more important because of it's traditional close ties to **The Internet**. If you plan on developing interactive multimedia for the World Wide Web, products from Silicon Graphics, SUN Microsystems and IBM will suddenly become "vedy interesting" no matter what platform you've been using.

In addition to noteworthy developments within the three major platform camps, there are four universal trends that may someday blur the distinctions between them. See the Side Bar: Four Words About Convergence.

Now let's delve in depth into what's going on within the specific platform camps.

Upgrading "Regular" Macs

Among desktop publishing departments, there is a pretty large installed base of Macintosh Centris and Quadra models based on Motorola's 68040 microprocessor and the NuBus. The big news for these machines is the introduction of PowerPC add-in upgrade cards.

Apple and Daystar Digital have products that turn existing '040 machines into clock- doubled PowerMacs ranging in price from several hundred to several thousand dollars, depending on the level of performance upgrade you are after.

The advantage of upgrading from an '040 to a PowerMac via a processor upgrade card should be obvious. All your NuBus peripherals still work, all your software runs faster and you don't have to pay for a whole new computer.

Take proper note of the fact that it is nearly impossible to upgrade an IBM- compatible PC in this way. Score one large point for the Macintosh.

Power Macs

Three big items keep the Macintosh in it's traditional position of being two years ahead of the Windows(r) PC world.

The first item is the PowerPC microprocessor. This chip is the first high-volume Reduced Instruction Set Computer (RISC) aimed at mass market (read "low cost") desktop computing. Long a staple of UNIX workstations, RISC provides more "bang for the buck" performance-wise than older Complex Instruction Set Computers (CISC.)

The second item is that the Mac O/S (currently in Version 7.5x) has been, for the most part, optimized for the PowerPC chipsets. This means that the O/S can take full advantage of the increased performance and special features of the chip. The same thing has not happened in the PC world, as we'll discuss later.

The third item is that nearly all important desktop publishing and imaging applications for the Mac have been recompiled and optimized for the PowerPC microprocessor, and for the upgraded Mac O/S as well. This means that complex applications offer up to 20% better performance on PowerMacs than they will on comparable PCs.

The fact that all three of these items have been shipping for nearly a year provide a clear technology lead for the Macintosh as a computer platform. It will be at least another year before the PC world can catch up.

Macs & PowerMacs "Do" Windows(r)

A truly powerful argument for using Macintosh computers is that you don't give up the ability to "do Windows." A variety of add-in cards and software applications have existed for over a year that make it possible to have your Mac and "do Windows," too.

The simple fact of the matter is that today's PowerMacs have the processing horsepower and available options to permit Windows applications to operate nearly as well on the Mac as they do on their native PC platforms.

The PowerMac 6100 series has a DOS Compatible model that is showing very rapid market acceptance. It appears as though the DOS compatible concept is a great way for Macs to sneak onto corporate desktops. Orange Micro, a long-term supplier of high performance add- in cards for the Macintosh, has already announced a DOS and Windows(r) compatibility card that will contain a Pentium(tm) microprocessor and use the PCI bus.

The importance of this Windows capability for the Macintosh is clear. Many medium-to-large companies created massive data base applications using IBM-compatible PCs during the late 1980s and early 1990s. This "legacy" software would be difficult to rewrite or otherwise port to the Macintosh. The ability to run Windows applications on the Mac should help PowerMacs from both Apple and its licensees to find new desktops within corporate offices. This is a goal that has eluded Apple for over a decade. Call it brilliant planning, blind luck, or a gift from MicroSoft, but the future of the Macintosh platform with corporate departments has never looked brighter.

Next Generation Macs

On the hardware side, the Macintosh platform is firmly committed to the PowerPC microprocessor. The fact that Windows compatibility is also a key feature means that Macintoshes will also migrate at least a portion of their hardware to the PCI bus.

IBM, Apple and others are working on a Converged Hardware Reference Platform (CHRP) that will combine some performance enhancements from IBM's RISC 6000 Workstations with some special twists requested by Apple.

The final link in Apple's next generation chain is an improved, more capable operating system code name Copland. Copland won't be delivered until late 1996 or early 1997. It's preliminary target will be the PowerPC microprocessor. It will support true pre-emptive multitasking, provide multi-threading and be more operationally stable. Hmm, this sounds a LOT like the features already being touted for Windows '95. But there's more! Copland (like Windows NT) will have a Virtual Machine at it's core, making it a possible contender for the cross-platform sweepstakes that should just be heating up in two years.

As long as Apple doesn't falter in moving Copland forward, they should have a good "next step" offering for people who want to keep on using Macintoshes and never feel like they have to look over their shoulders to see who (or what) is catching up.

Windows '95

The big news in the world of Personal Computers for about the last three years is MicroSoft's release (finally) of Windows '95. According to Bill Gates, the guru of Redmond, Washington and world's wealthiest individual, Windows '95 "makes the PC more Mac-like than the Mac."

This seems like a strange way to praise a product that took two years longer than expected and is being released without many of the touted features.

Not Optimized For CPUs

Though it may seem strange in light of all the hoopla Intel has generated over it's proprietary Pentium(tm) microprocessor, Windows '95 does not come optimized for state-of-the-art CPUs. Unlike the Mac O/S, which is designed to take full advantage of the PowerPC RISC chip, Windows '95 comes compiled for the lowly old 80386-DX microprocessor.

What this means is that - no matter how up- to-date your PC computer platform hardware is, your software is running at less than optimum performance levels. And you can't do anything to change it. Windows '95 had to maintain backwards compatibility with the ancient and arcane world of DOS, so some of the key code in the kernel of the operating system still exists in 16-bit mode.

If you look at the specifications of Intel's newest microprocessors, you'll find in the fine print that they actually slow down when they see 16-bit instructions. Evidently, when newer Intel CPU chips have to convert themselves from 32-bit monsters into 16-bit wimpies, they "stall." When they pump up from 16-bits back to their full strength 32-bits, they "stall" again!

Boiling all this technical jargon down to its simplest form, what happens with Windows '95 is that - no matter what you do - your high performance race car of a personal computer has a rock lodged under the gas pedal. You can't ever really go full speed ahead!

No Direct Support For Math Processors

Another key item missing from Windows '95 is direct operating system support for the Math Processor that is graciously included (read "you have to pay for it whether you want it or not") in all new Intel microprocessors.

It's funny that Windows '95 literally doesn't even know the Math Processor exists when almost all new PCs ship with a Math Processor already glued inside their microprocessors.

MicroSoft's popular Excel spreadsheet program contains its own special driver and interface software to access the Math Processor.

Applications Bug-a-Boos

The entire PC industry is similarly hamstrung by the need to maintain compatibility with older 16-bit microprocessors and the legacy of DOS. Even newly released applications aimed at Windows '95 come out of the box compiled for the venerable 80386-DX microprocessor. The good news, however, is that nearly all applications will run much faster under Windows '95 than they used to under previous releases, so it's still worth investing in.

What's Missing

Several components of Windows '95 that were announced "back then" have somehow fallen off the Redmond apple cart on the way to market.

For example, Windows '95 - as late as March of this year - was supposed to have a Resource Management Interface, or RMI, that would provide easy-to-use software hooks to permit Digital Signal Processors (DSPs) to be used for accelerating key multimedia features such as full color 3-D graphics, high performance animation and surround sound audio. The RMI would have greatly improved the ability of Windows '95 machines to act as high-performance on-line publishing platforms. I guess MicroSoft decided to leave this market to the UNIX workstations.

The RMI was also supposed to provide connectivity to MIDI synthesizer devices, which would have provided some "way cool" audio authoring capabilities. By June, the RMI had disappeared from MicroSoft and reappeared as future O/S extensions to be provided by Intel and Spectron Technologies. The MIDI portion will be handled by OpCode Systems.

Also missing from the roll out are parts of the network connectivity drivers. These drives will be provided as upgrades at a future date.

In fact, the roll-out of "future upgrades" being planned is almost as long as the list of features that were included. Is Windows '95 actually a finished product?

What IS There

Although it isn't the most perfect O/S ever evinced, Windows '95 will perform faster and better than any previous releases. Let's take a quick tour through some of the good points.

Windows '95 does have Plug & Play, which (finally) reduces the headaches associated with adding peripheral cards from Brand X into a computer motherboard from Brand Y.

However, Plug & Play only works for new PCs and new peripherals. As this article goes to press, a lot of brand new PCs and peripherals are being rolled out that do support the ease-of-use features of Plug & Play.

The somewhat cumbersome old File Manager has been replaced with the Explorer which operates similar to the Macintosh Finder. This will make it easier for DTP workers to find and manage project files and directories.

Among other useful features within Windows '95 for desktop publishers is the ability to change monitor resolutions without the need to completely restart Windows. This will be especially useful for multimedia authors who need to switch between a high-resolution authoring mode and the standard 640x480 resolution required by overhead display LCD panels and projectors.

Much More Stable

Probably the biggest internal improvement between Windows '95 and its predecessors is that it's much less likely to crash. This is an important feature and should be well received by everyone working in desktop publishing, computer imaging and multimedia authoring.

Desktop publishing applications have a tendency to require 100% (and then some) of the computer resources available, regardless of platform. The improved stability of Windows '95 will eliminate many of the highly frustrating General Protection Faults (GPFs) that seem to intermittently crash programs such as PageMaker and Quark Express.

Windows '95 implements multi-threading and multi-tasking. Multi-threading will permit applications to overlap some of their features so you can work faster without waiting for background tasks (such as screen repainting) to finish. Multi-tasking means - most importantly - that you'll be able to print files without waiting for the entire job to be handed over to the Print Manager. The multi-tasking manager will gobble the print job section by section, in the background, leaving you free to continue whatever productive or creative process you were working on.

Windows NT

Windows NT is the future of MicroSoft's Windows Operating System. It supports multiprocessing and it's portable across a variety of microprocessors. These two features make Windows NT the preliminary favorite as Operating System of the Future.

Windows NT is finding solid acceptance for file servers and in many high-end desktop publishing computer applications. Windows NT has implemented advanced features for compound documents such as Object Linking and Embedding (OLE') and Dynamic Linked Libraries (DLLs) that work between the file server and multiple PCs on a network.

Using Windows NT as a work group operating system makes it easier for departments to meet ever-tightening deadline restrictions.

IBM's OS/2 Warp

Lagging behind Windows NT in market acceptance, though probably surpassing it in performance, is IBM's OS/2 Warp. This operating system has provided true pre- emptive multi-tasking and multi-threading for several years. It provides easy connection to The Internet and displays impressive performance for multimedia. However, many major applications developers have not jumped on the OS/2 Warp bandwagon.

While OS/2 Warp will run many Windows programs better than Windows runs them, the lack of third party applications software optimized for OS/2 Warp will probably keep it from becoming a mainstream operating system for the PC world. This is not to say, however, that OS/2 Warp has not already become THE mainstream operating system for many Fortune 1000 companies who could not afford to wait for MicroSoft to deliver Windows NT and Windows '95.

UNIX Owns On-Line Publishing

In the UNIX world, the really big news is The Internet and on-line publishing. The key to putting attractive, multimedia-rich information up on the Internet's World Wide Web is the ability to handle compound documents.

While the Macintosh supports OpenDoc and Windows' does OLE

2.0, UNIX is far and away the king of compound documents. Compound documents, unlike hard copy printed documents, contain links that can point to and access information that is frequently updated. Working with compound documents on the Web is similar to having the capability of creating your own, customized version of magazines and newspapers that include audio, video, animation and other "new media" forms of data. From it's very inception at AT&T Bell Labs in the early 1970s, UNIX has provided pre-emptive multi-tasking, multi-threading and application stability.

The fact that both the MAC O/S and Windows '95 are finally working in this same direction simply emphasizes the long-term importance of UNIX. In addition to handling compound documents, UNIX workstations and servers provide a much greater degree of data availability than Macs or PCs.

You might be able to use your Mac or PC to CREATE information that goes onto The Internet, but you'll probably need a UNIX machine to "publish" on the Web. If you liken putting a server up on the Web to running a radio broadcast station, the most important thing is to have the signal BE THERE when a potential customer "tunes in." UNIX-based products from Sun Microsystems, Silicon Graphics, Hewlett-Packard, IBM, Intergraph and others represent the only true "industrial strength" computer platforms appropriate for 24-hour on-line publishing.

The Wrap-Up: Macintosh Market Dynamics

Now that we've viewed specific developments in the Macintosh sphere, let's talk a little about the changing dynamics in the market that will help push the Mac O/S more pervasive than it ever has been.

Surprisingly, not all of the predicted new success is due to actions taken directly by Apple. Since they started shipping products based on the NuBus, Macintoshes have enjoyed Plug & Play compatibility, a wide variety of optional features and a plethora of add-in cards.

The trump card for Macintosh users was simple: the Macintosh WORKED. The downside of having a homogeneous platform from a single source was that Macintosh products cost more than comparable PC equipment. Also, because the unit volumes of application software are smaller in the Macintosh world, some software developers defected. This meant that software choices thinned somewhat.

Apple wasted a lot of corporate energy and financial resources trying to launch next- generation products like the ill-fated Newton. Joint Development Programs like Kalieda and Taligent have not succeeded. However, the technologists who remain "in the fold" are among the best and - now - most world-weary and battle scarred in the computer industry.

Buy Apple Stock, Now! Apple, their Macintosh platform, and their Independent Software Vendors may be in for the wildest growth ride of their careers. For the past five years or so, the entire Macintosh user community has been not only using their Macs, but they've

been forced to become a lot more savvy about PC technologies and markets than they thought they needed to be.

But a big payoff is at hand. Because so many third party providers in the Macintosh world have cross-platform products, and the Mac "does" Windows(r), the Mac will be able to siphon off a goodly number of DOS/Windows users.

Here's why... For years, industry pundits have called for Apple to license their technology and permit other companies to validate the market by providing true competition. Apple dragged their feet and have not exactly signed up the top ten computer manufacturers as licensees. The bottom line is that there ARE Mac- compatible products out there, and for the first time the Apple-dominated, single-sourced and homogenous marketplace is seeing fresh signs of life and new signs of growth. Meanwhile, during the past twelve months it has become widely apparent that the PC market is consolidating from their once free-for-all open competitive market into a much more homogeneous industry that is completely controlled by a schedule-slipping MicroSoft for software and an arrogant Intel for hardware.

In the coming two years there is a real opportunity for the Apple Macintosh to steal the march for many important desktop publishing, image editing and corporate office applications. My belief is that the Macintosh will begin to be seen as the expanding, open platform, while the PC starts to look like a closed product.

People who don't like to give their money to monoliths like Microsoft and Intel should begin to consider buying into the "friendlier" world of Macintosh.

PC Market Dynamics: Microsoft
Life on Planet PC is undergoing dramatic changes. MicroSoft is moving away from it's DOS roots. With Windows '95, there is a complete break with the arcane C:\(prompt) and UNIX-like text commands.

However, Windows '95 comes at quite a cost, technology-wise. Many reviewers think it requires 16 MB of system DRAM, plus a 1 GB disk drive (or larger) and the fastest CPU chip you can possibly afford.

For business applications, Windows '95 looks like a full-featured O/S for small office and work-group sized departments.

However, for low-end consumer users, Windows '95 goes way beyond the pale. I suspect that there is a new opportunity opening up for a non-Windows 80486-SX personal computer that can manage to run its applications with a maximum of 4 MB of RAM, and a more generic disk drive.

Windows NT provides MicroSoft with an opportunity to expand beyond it's Intel- dominated platform and move onto platforms that used to run UNIX.

It's even possible that a version of Windows NT will arrive (some-day) for the PowerPC microprocessor and the PowerMac architecture. So much for MicroSoft.

The Villain: Intel
Apple is licensing the Mac O/S and creating Mac-compatible competition. MicroSoft is decoupling their operating systems from a single-sourced microprocessor. Intel appears to be moving in exactly the opposite direction of both Apple and MicroSoft. Instead of striving to disconnect from proprietary business practices, Intel is acting to increase their stranglehold on the very industry that made them rich and famous.

The latest "buzz" on the street is that Intel is trying to corner the DRAM market by the end of 1995. Then they will introduce their own line of Intel-branded PCs sometime during 1996. With the DRAM market sewn up, nobody who makes competing PCs will be able to ship and Intel will score a stunning, if not very pleasant, coup d'e tat.

In an effort to become the absolute dictatorial driving force of the PC industry, Intel is even hinting around at proprietary instructions for an upcoming line of Pentium(tm) microprocessors. If this is the case, only PCs manufactured by Intel will be able to invoke these special new functions.

The World Turned Upside Down
Ironically, if Intel succeeds with their heinous plans, the desktop computer market will have literally been turned topsy turvy.

The once open PC market will become a homogeneous platform controlled by a single source.

With Apple licensing the Mac O/S, and Copland not tied to any specific architecture, the Macintosh world will become the heterogeneous market that isn't controlled by one monolithic company. How's THAT for an ending to The Platform Wars, eh?

Platform Wars Side Bar: Four Words About Convergence

The First Word About Convergence: PCI Bus
The Peripheral Component Interconnect bus, also called the PCI bus, was originally defined by Intel. The PCI bus acts as the "traffic cop" between a microprocessor, its memory and peripherals such as graphics controllers, disk and CD-ROM drives and network interface cards.

As of this writing, every major computer manufacturer from Compaq to Apple to Digital Equipment and IBM are rolling out CPU motherboards that will accept PCI peripherals. An important detail about PCI peripherals is that they also are designed to support the long-awaited Plug & Play specification that ships with Windows '95.

This means that, like peripheral cards for the Macintosh NuBus, PCI peripherals are likely to work the first time they're plugged in,

regardless of which computer platform they get plugged into. The upshot of the PCI bus is that many high performance graphics cards, disk drive controllers and networking products will not need to support a variety of bus structures.

Economies of scale will permit manufacturers of PCI bus peripherals to concentrate on "raising the bar" for performance. Apple has already announced the PowerMac 9100, which has a PCI bus in it. Digital Equipment has some amazingly high speed workstations that combine PCI bus graphics cards with DEC's super fast 500 MHz Alpha microprocessors!

Products from Hewlett-Packard, SUN Microsystems, Silicon Graphics and IBM are beginning to use the PCI bus for high-performance workstations.

Second Word About Convergence: Graphics Engines
Hard on the heels of the acceptance of the PCI bus, designers of graphics add-in cards have discovered that drawing pictures on a screen is pretty much the same, regardless of computer platform. Computer graphics is essentially made up of a limited set of "primitive" functions that can be applied universally.

Macintoshes use QuickDraw to generate on-screen graphics. QuickDraw has special internal "micro code" that permits it to perform primitive graphic functions such as drawing straight lines, creating curved lines, coloring in (filling) polygons and moving or rotating graphics objects once they have been rendered onto the screen.

MicroSoft's Windows(r) software does pretty much the same things. A Bit Block Transfer, or BtBlT ("bit blit") is used to move filled polygons around on the display screen. Next time you drag an icon into the Trash Can (on a Macintosh) or to the more politically correct Recycling Bin (on a Windows '95 computer) the graphics engine is performing a "bit blit" when it moves the filled-in icon to various positions across the screen.

Drawing color images onto the display is much the same for UNIX workstations and graphics X-terminals. In essence, having the PCI bus as a universal peripheral bus has made it possible to create universal "graphics engines" that concentrate on primitive drawing instructions instead of on the specifics of any particular computer platform.

Universal graphics engines are already available from companies that support the PCI bus. With such a card, all you have to do to make it work on a specific Mac, PC or UNIX platform is to install the appropriate driver software.

Third Word About Convergence: Virtual Machines
The next obvious step after creating universal graphics engines is to re-write operating systems so that they act as virtual machines. Windows NT and Copland - the next generation Mac O/S - both use this idea. It's somewhat complicated, but here's how I explain it.

The central core of a computer operating system used to be written in the so-called "native code" of the intended microprocessor.

DOS only worked on PCs, the Mac O/S only worked on products from Apple.

UNIX, however, was designed (at least partially) so that it would be "portable." By re-compiling the UNIX high level language (HLL) - called "C" - software could be written without worrying about which specific microprocessor it would finally run on.

Well, the people who develop operating systems soon discovered that there are certain "O/S primitives" which are directly analogous to the "graphics primitives" mentioned previously. For example, all operating systems must be able to open and close disk files, move data to graphics displays or networks, and interact with a keyboard, mouse and tablet.

In Windows NT, there is a core program called the Virtual Machine that is compiled for each target microprocessor. This Virtual Machine acts as an interpreter between applications programs and the computer's specific hardware. Windows NT will work on Intel microprocessors, ALPHA chips, MIPS RISC devices and PowerPC CPUs.

Within the next three years, real world products will become available that may make it impossible for end-users to figure out just what computer system their software is running on! The upshot of virtual machines is that software application developers, such as Adobe, Quark, WordPerfect and hundreds of others, won't need to manage different versions of their products for each computer platform. Costs will go down, performance will go up.

Fourth Word About Convergence: CHRP
Taking the idea of convergence even one step further is a completely new Macintosh being spearheaded by IBM's Workstation Division in Austin, Texas. Called the Converged Hardware Reference Platform, or CHRP (chirp!), this PCI-bus computer will be able to run BOTH the Mac O/S on a PowerPC microprocessor AND accept PCI bus peripherals which include PC-like microprocessors. According to advance information, the CHRP will be able to switch between operating systems "on the fly." You could use a desktop publishing program in Macintosh mode, then push a key and examine a database that only exists on a Microsoft Windows PC! Then, using a compound document methodology such as OpenDoc, you could paste or link the database information directly into the Macintosh publication. Wow! Does this sound like fun, or what? I want one of these machines right now!

_____

By Gerry Kaufhold email: 73700.3056@compuserve.com

****

BBS BAsics
by Jim Foster
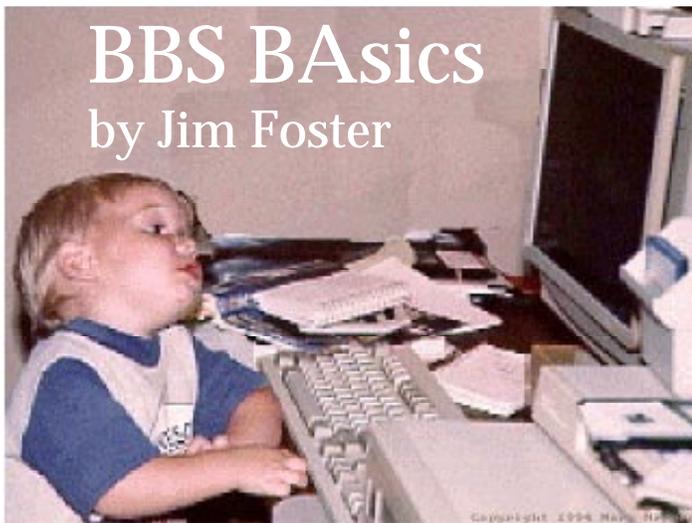
BBS BAsics
Advanced Techniques

By: Jim foster

Hi there!! Remember me? I used to write a column here!

Sorry for being absent for the past several months but the time and effort spent in launching our new BBS product, "The Source", has hopefully been worth it. We provided an introduction to the new BBS at the October meeting and it seemed to be a success. Since then, a large number of you have gotten the new Settings file and have experienced the new look of our favourite electronic hideout. If you have NOT gotten a copy of the new Settings file, be sure to ask for one at this month's meeting. Or logon to the BBS using your old Settings file and simply download the new one.
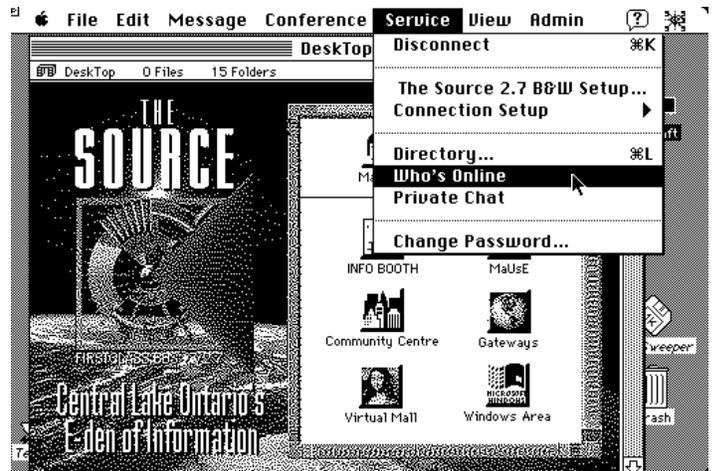
Online Chats

We now have two phone lines coming into the BBS, both of which run from the same phone number. If one line is occupied, your call automatically "rolls over" to the second line. Only if both lines are occupied do you get a busy signal.

With the addition of myself logging on directly from the Network connection in my home, it is now possible to have 3 people simultaneously accessing the BBS. And this provides the opportunity to get information even faster than via the usual process of electronic mail.

Yes, if you are logged on at the same time as another person with whom you wish to correspond, you do NOT need to send mail. You can engage in a live "conversation" via your keyboards. Here's how it works:

The first thing you need to do is to determine who else is "online" with you. This could be another telephone caller, or myself, or both.

To find out, you simply select the "Who's Online" command from the Service menu (Figure 1).


A dialog box will open which shows your name, plus the names of any other account holders who are accessing the system at the same time (Figure 2).
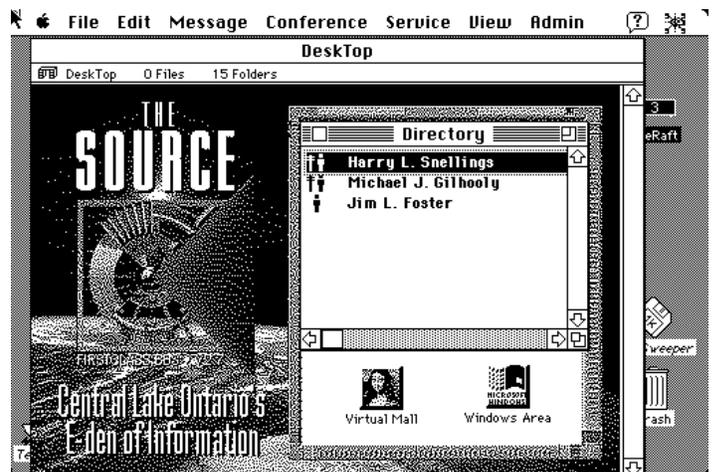
If you see someone who you would like to contact, close the Who's Online window and then select "Online Chat" from the Service menu. In the dialog box which appears, click on the "Invite" button (Figure 3).

This will cause the Directory window to reopen. Double-Click on the name of the person you want to invite to "chat" (Figure 4).
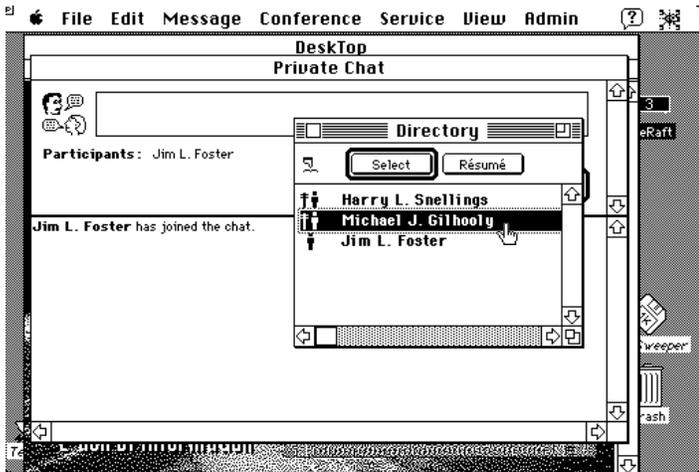
When you do this, the other person will see a dialog box on their screen announcing that you have invited them to an online chat. They have the choice to Accept or to Decline the invitation.

Don't be too upset if someone Declines your invitation. It is unusual, but sometimes the other person is away from their terminal and doesn't see your invitation, or perhaps they are on the phone with someone else, or maybe they are just in a rush to finish a message and have to leave.

But, usually, people are curious enough that they will Accept your invitation. As the Administrator of the BBS, I almost never Decline an invitation to "chat" as it usually means someone has a question.

Once the other party Accepts the invitation, the Chat Window will show that both parties are there (Figure 5).

From here, it is really simple. All you have to do is start typing. You may have to first put the text insertion point into the text area at the top of the screen but usually it defaults to being there automatically.
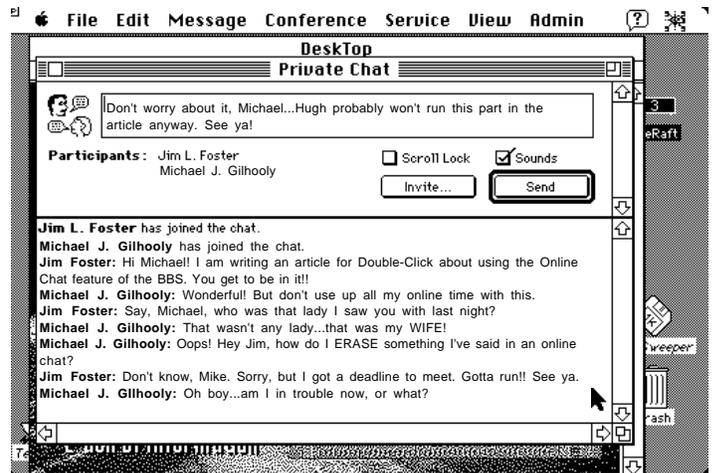
The other party does not actually see what you are typing until you are finished and hit the Return key. You can usually enter up to about 3 lines of text....if you see that not all of your message is getting sent, you will know that you typed too long a message and you can just finish it and hit the Return key again.

The usual flow of "online chats" is that the parties take turns sending comments back and forth, but in reality you can send as many messages as fast as you can type and keep hitting the Return key. When you are finished, simply click in the small Close box in the top left corner of the Chat window and you will go back to the regular BBS screens, at whatever point you were when you entered the Chat function.

The Chat function operates even while you are doing other things such as Uploading or Downloading files. So, the next time you have some files downloading and you have read all your Mail and all the messages you can find, see who's online and have a short "chat" to wile away those last few minutes.

See you next month.
Jim

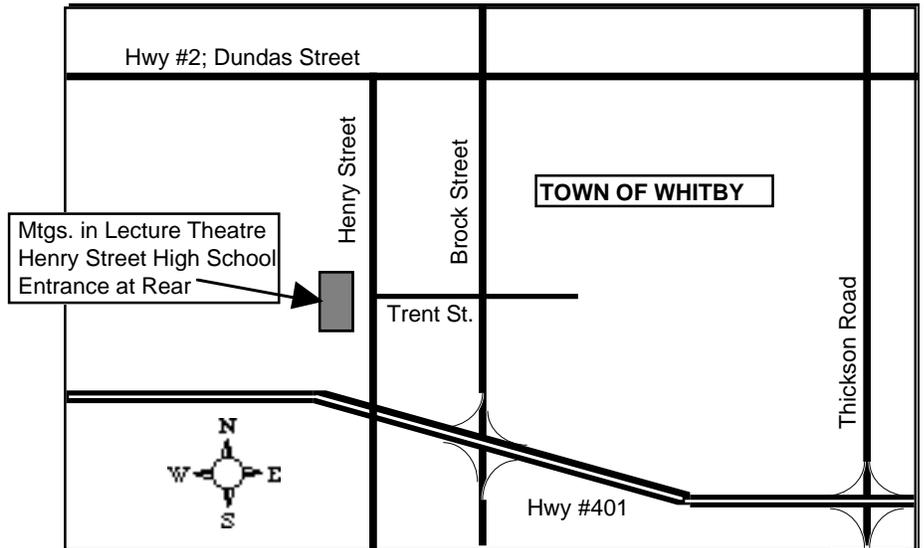***************************

MaUse Meeting Location & Schedule
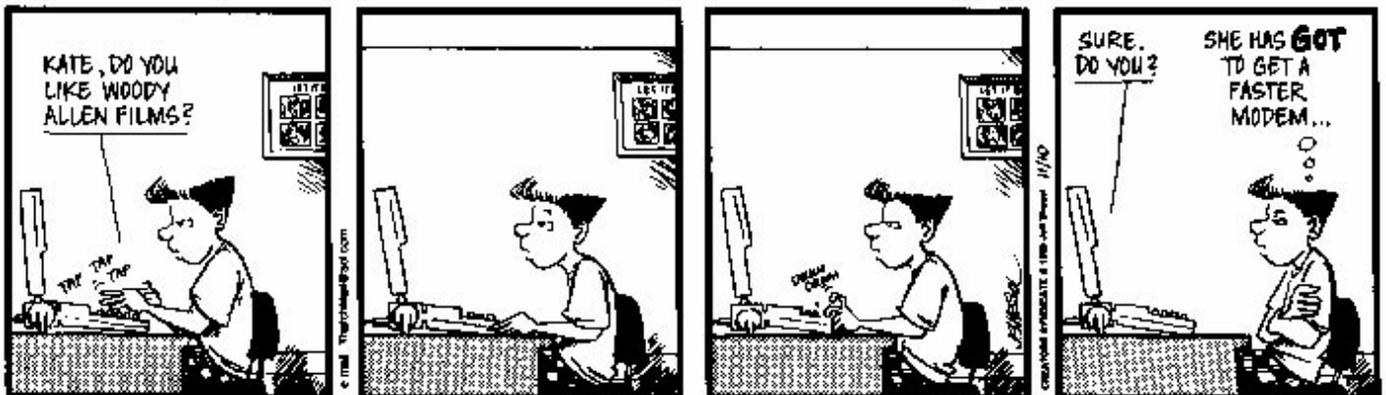
About Double-Click

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).

©Macintosh is a trademark of Apple Canada. Other products mentioned in this newsletter are assumed to be trademarks of their respective manufacturers /distributors.

Hwy #2; Dundas Street

Henry Street

Brock Street

TOWN OF WHITBY

Mtgs. in Lecture Theatre Henry Street High School Entrance at Rear

Trent St.

Thickson Road

N W E S

Hwy #401

MEMBER MNS MUG NEWS SERVICE ™

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 1995. Membership meetings are generally held in the Lecture Theatre at Henry St. High School 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.

Month	Exec Mtg	Member Mtg
January	5th	25th
February	9th	22nd
March	2nd	22nd
April	6th	26th
May	4th	24th
June	1st	28th
July	6th	26th
August	3rd	23rd
September	7th	27th
October	5th	25th
November	2nd	22nd

MaUsE Helpers

MaUsE helpers are people who are prepared to volunteer their help and advice to other MaUsE members. If you would like to be added to this list, call (905) 433-0777 and leave a message.

MaUsE Message Line: (905) 433-0777
24 Hours Per Day ---------All Subjects

Editors Note: MaUsE helpers may charge consulting fees for on site consultation. Phone calls are free if not abused by overuse.

Helpers

Jim Foster (Evenings) (905) 432-0921
FileMaker, Excel, SuperPaint, FirstClass

Chris Greaves   (705) 887-2508
New users

Bruce Cameron   (905) 983-9205
System Configuration & Optimization, Ram Upgrades, Troubleshooting, Modem and Internet Setups, File Recovery. (See advetisment in this publication)

****