



Apple Blossom Computer Club  
A registered Apple/Macintosh User Group



Dec '07  
still only  
**\$2.00**

The

# ROSE BYTER

Next Meeting  
**December 20, 7 PM**  
**Pine Grove**  
**Community Church**  
**1729 Buckhorn Rd**

**Agenda**

1. Meeting starts at 7 P.M.
2. Intro's of members and guests
3. Old business
4. New business
5. Program: Photoshop with John Waller
6. Questions & (maybe)Answers

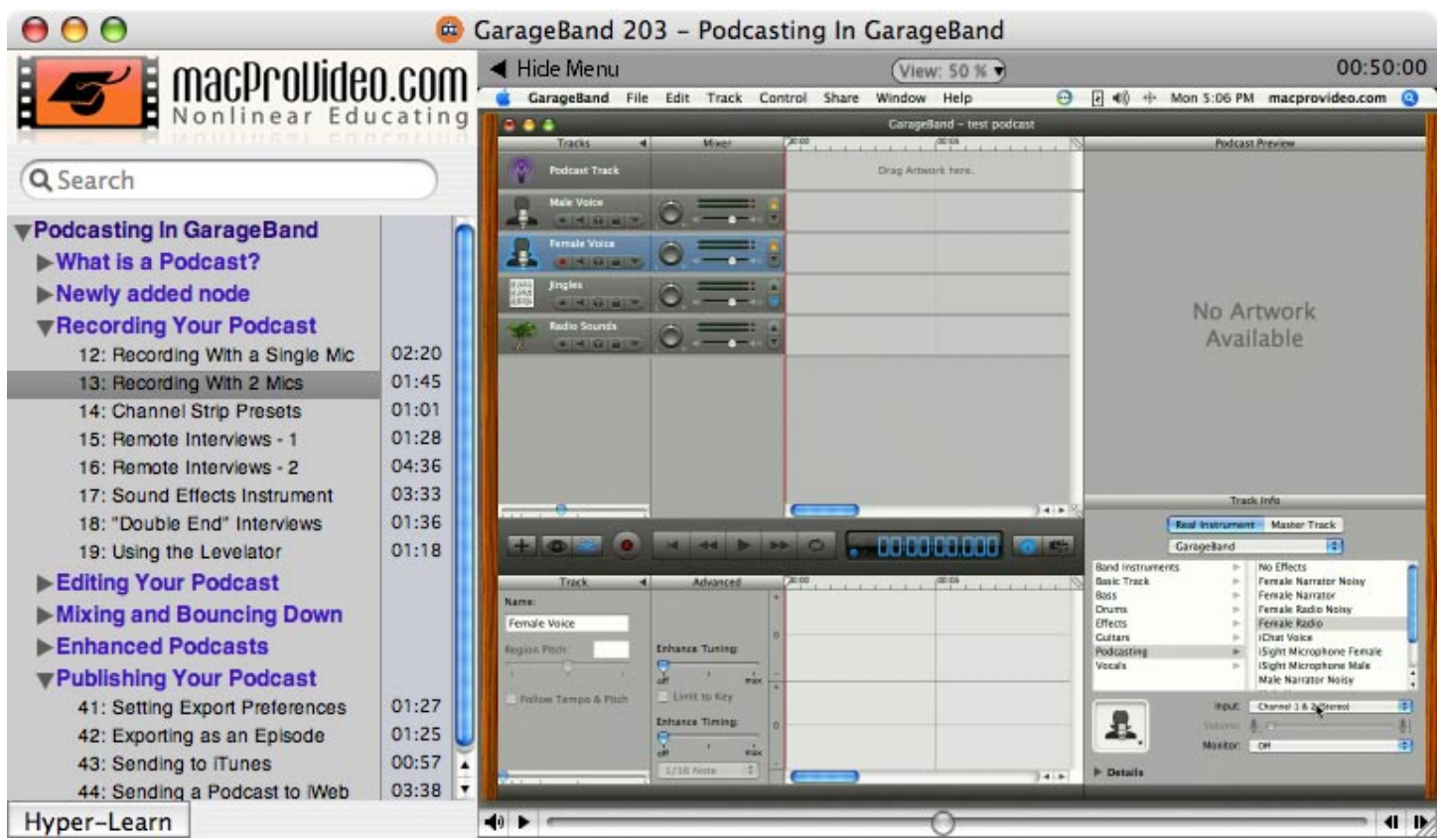
## Review – MacProVideo.com GarageBand 203 “Podcasting in GarageBand”

by Philip Bowser <pbowser (at) mac (dot) com>

MacProVideo produces computer-based tutorials on a wide variety of topics. For this review, I chose the “Podcasting in Garageband” program.

**INSTALLATION**

I had a coupon for one free lesson, so I directed my web browser to [www.macprovideo.com](http://www.macprovideo.com) and wandered around until I found the “downloads” section. Lessons there ranged in price from \$19.95 to \$49.95. The downloaded materials unfolded into a tutorial manager/player called the “non-linear education device” (N.E.D). This application coordinates the purchase and downloading of tutorials, plus it structures the viewing of the lessons. Apparently it 2 -->



The **Apple Blossom Computer Club** (ABCC) is an Apple Computer Inc., registered Macintosh and Apple ][ family user group. The ABCC publishes *The RoseByter* newsletter monthly which is posted to each paid up member and reciprocating user groups. ABCC participates in user group newsletter content exchange. The ABCC also maintains a WWW site at:

<http://www.abccmug.org>

## Membership

Just \$20/year! Send with your name, snail- & e-mail address & phone to:  
ABCC  
13748 Lookingglass Rd.  
Winston, OR 97496

## Current ABCC Leadership

### President

Walt Pawley <walt@wump.org>

### Treasurer

Jim McClellan  
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### Apple Ambassador

Jim McClellan

### Web Master

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### AOL User Group Rep

Phil Bowser <philip574@aol.com>

Send your stories and newsletter ideas to the Editor, Walt Pawley, at <walt@wump.org>. Plain text files are preferred, sent within the body of an email message or as an attachment. Mail physical media to:

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Roseburg, OR 97470

Please understand that materials submitted may not be used and those that are will likely be edited.

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**Following Fearless Leader**

**<- 1 MacProVideo** also provides some kind of copy protection because lessons downloaded to one computer won't run if carried by CD to another computer. Also, one needs to type in an identification and password to launch a tutorial. If you don't like apps that "phone home to the mothership", then this will be an irritation to you. I have to admit, it put me off initially. Oh, yeah - there is also a Windows version of N.E.D..

## VIEWING LESSONS

MPV's tag line is "Nonlinear Educating" and it refers to their unique manner of presenting their videos via the N.E.D. application. Rather than simply create one huge QuickTime™ movie, they break up the lesson into many smaller videos about 1.5~5.5 minutes long. For example, the podcasting tutorial had 44 sub-lessons. They are listed in the left-hand column of the player, which allows the student to quickly select which portion of the lesson to view or review in the right-hand column. No more scrubbing through a big movie to find the exact scene you need to see! All of the video is high definition, and displays smoothly and clearly on the computer screen.

At the bottom of the N.E.D. window is a "hyper learn" button. Press this and the lesson will proceed at about twice the normal pace. The narrator's voice

**[Editor Note: If you'd like your shot at a \$50 tutorial, MacProVideo has provided two more—one for Dec and one for Jan. So, show up. If you can't, write [trbeditor@aol.com](mailto:trbeditor@aol.com) so you get into the pot.]**

# Here Today—Gone Tomorrow

by **Jim McClellan** <[mcclellan@charter.net](mailto:mcclellan@charter.net)>

I just read in another user group newsletter about Mac things and found the following: In Tiger, if you have a folder in the Dock, it looks like a folder. Click it and it opens in Finder. Command-click it and you view it (in its containing folder) in the Finder. Control-click it and you get a hierarchical menu of its contents, the contents of its folders, and so on.

I understand all of the above is gone

maintains its usual pitch - no chipmunk voices allowed - but there are some echos and other unusual artifacts in the audio. One rather quickly learns to ignore the odd sounds, and the "hyper learn" feature turns out to be very nice for zipping through the easier sections of the lesson.

## BOTTOM LINE

Paul Garay is the instructor for this lesson. He publishes "Inside Home Recording", which he claims is the longest-running podcast on recording music at home; he has been at this since 2005! It's clear from his calm, fact-packed presentation that he really knows his stuff and also knows how to structure a lesson with graphics, links to websites, and demos! I really enjoyed what he had to say and I'm sure that this was a much better way to learn about podcasting than fooling around with GarageBand all by myself. If you want to check out Paul's work before you decide to purchase this tutorial, you can find his Canadian website at [www.insidehomerecording.com](http://www.insidehomerecording.com).

If the other lessons are all this good, I think you'll find your money spent on MVP tutorials well spent. N.E.D.'s quirks are nicely counterbalanced by its helpful features.

from Leopard.

I guess I wouldn't have even realized that because I only knew about Click it in the Dock! Plus, at this time I haven't any reason to upgrade to Leopard. In fact, I still use Classic everyday! I even keep our Apple Blossom membership data on a database application that only works with Classic.

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# “Bored Meats”, Chats—Get Involved

If you're an ABCC'er who's been paying attention, you've probably noticed that virtually all of our bylaws have been duly dispensed with. This includes those paragraphs which called for offices and elections to fill them. This includes the election and appointment of “board members”.

This might seem a big loss but about half the elected board members neither attended board meetings or bothered to communicate about board related matters, despite always being kept aware of things.

This doesn't mean that ABCC operates without board meetings, though we're more inclined to refer to them as “bored meats”. Indeed, you have probably recently been invited to attend a “board meat” via email. If you're a paid up member with an email address, you should be receiving them for the foreseeable future.

We've been holding the “bored meats” at the Garden Valley Gotta Hava Java where there's a WiFi hotspot we can use for research and data exchange during the meetings. They've sort of been gravitating to one or two Saturday mornings a month at 9:30 — not a bad time to swill a little coffee and jaw about what needs doin'. But it's also not cast in concrete; either place or time. So don't hesitate to suggest other venues and times. Perhaps you'd like hosting a “bored meat” at your home?

Where and whenever we have “bored meats”, the intent is pretty much the same thing—to come up with a plan for ABCC's future. Sadly, we're lucky if we can come up with a program for the next general meeting, much less many of the other things that help make a user group go.

The other constant is that when we do manage to solve a problem or produce a program or whatever, it's because someone came to the “bored meats”, stuck their oar in the water and pulled some weight. With the current bylaws,

that opportunity is now open to you. You don't have to be elected. You don't have to be a geek. You just need to get involved and do what you can. You might be surprised at how you can make a contribution. I hope you'll try.

It's pretty clear that we need your help.

BTW: If you want to be involved and just can't make it to “board meats” that's OK, too. The best thing is to use email. Drop a line to one of the defacto “officers” (see page 2) to start or respond to a discussion. If people make use of this, we can even set up an automatic, members-only mailing list.

Another way to participate is to “tune”

your “chat” program to look for the presence on-line of other members. And if you don't “chat” now, sign up for a handle or handles and send it to them offy-seers. For example, you might use iChat or Adium or ??? for a chat program. They all can work with common handles like AIM or (dot)Mac. Signing up for a chat handle is generally free. I had a nice chat just this evening with a member I haven't seen in months.

All you need once you have a chat client program and have signed up for your own handle, is to populate your “buddy list” with the handles of others. You can catch me from time to time as **trbeditor@aol.com**.

## Brush Your Teeth, Eat Your Vegetables, Backup Your Stuff

by Mike Sherman <mssherman@mac.com>

Up until recently I've never had a backup system in place, despite reading and hearing over and over that you must/should back up. You've all heard it. It's not if your hard drive will fail, it's WHEN will it fail. But I could never figure out what to backup and what not to backup.

I now have a External Firewire hard drive and my back up plan is simple - I backup the whole dang thing - every bit and byte. I use SuperDuper and it is very easy.

Recently I started having some problems. I tried everything I could think of. Ran Tech Tool Pro and DiskWarrior. I asked questions on help sites. Picked Walt's brain. After a few weeks of pulling out my hair I finally called Apple tech support and they gave me the bad news. The suggestion was to reinstall

the Operating System.

Well I did it. And after the Operating System was newly reinstalled and the set up had begun, I was asked if I would like to install anything from my old computer or another computer. Something along those lines. Well I didn't have another computer, but I did have the external hard drive, so I answered, “Sure.” I was instructed to hook up the Firewire and restart the other computer. The cable was already hooked up and I had no computer to restart, so I turned on the hard drive. Bingo! “Connection Made”. In short order I was back in business. New Operating System. All my stuff. Problem fixed. The thing that took the longest was downloading and installing the OS X updates.

Works like new. Quick and easy to do.

[Editor's Note: You can get your own copy of SuperDuper at <http://www.shirt-pocket.com/>]



# Water Blogged Wump

Any trace of organization in these paragraphs is entirely coincidental

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## Livin' the High Life

I just ran into a post indicating that Comcast has been spoofing their own users in an effort to kill peer-to-peer networking activity. The idea is that by having one of their computers pose as one of their users, the routing system balks and dumps packets because there's more than one interface on their system with a given address. Such behavior interferes with any operation one is attempting with their computer(s). And, that parenthesized "s" seems to be another problem for Comcast. They want to charge for each computer you have on your local network and, at least for typical Windows users, have some means of determining how many you have. I've said it before, so **it's tired but true**—if you want to have a working Internet, you need to demand it; big business and government will not let you have it if they can get away with it. They are winning the battle right now.

I know. I know. Terminal is too hard and you just can't figure it out. It is. I can't figure it out either. But that's part of the point of it. It's a very open ended way of doing things that you sort of evolve your way into. But, if you ever get it "figured out", how about letting the rest of us know about it, eh? Anyway, along the way to figuring out some things I was reading the "man page" for "strftime". It's a function which formats time into strings based on a "format string" that you provide. Most of the man page details each of the different format codes you can put into a format string for pro-

ducing things like day names, month names, timezone, etc. from the given time value. There are on the order of fifty of these codes—pretty droll stuff, listed one after another. But the man page is not all droll. **It seems that some of the people who write these things have a sense of humor**, and "hide" little nuggets scattered around in such things. After that long list of format code specifications, there's this: There is no conversion specification for the phase of the moon.

This afternoon I logged into ADC (Apple Developer Connection) to take a look at some source code I saw a note about. As Apple does from time to time, instead of immediately presenting me with the page I was seeking, it stuck an intermediate in my face. It was a page demanding that I attest to having read the terms of membership and agree to them. If you've not dealt with such things from Apple, you might be flabbergasted, if only by the time you must waste to actually do what they demand. In reality, the **10 pages of 12 point Helvetica type is a bit less than Apple's legal department would prefer**, I suspect. That, and it might even make some sense here and there, which is not exactly the sort of thing lawyers are known to be fond of. Still, I have to wonder how one is supposed to live up to so much detail. It's just not the way most people function. We don't maintain massive mental lists of details which we check every time we open our mouths, type an email reply, release the clutch, etc. We may try to do "the right thing", whatever that is, but we don't do it by consciously filtering it through interminable lists of conditions. I'm something of a fan of words. They are very handy. They can "paint pictures" in the minds of readers. But sometimes, there are just too many words.

Anyone who reads here or there about technology is most likely aware of

efforts to create insect-like flying machines. I just ran across another possibility that is apparently well underway—the **bionic flying insect**. This is an effort to meld micro-electronics and MEMS (Micro-Electro-Mechanical Systems) with insects of the biological persuasion. Apparently the ability to steer the bionic insect as desired by a handler is a solved problem. Of course, the issues of data acquisition (ie. surveillance sensors) are pretty much old hat. What remains at issue is the energy to transmit that data to interested parties. Transmitters require considerable power to produce an intelligible signal at a distant receiver. About the only way to do this now is with batteries. But batteries are comparatively big and heavy—not exactly the sort of burden a moth freely flits about with. So the effort is to extract energy from the life processes of the insect itself or from the insect's movements to operate the transmitter. Talk about buggy software.

Professor Adi Shamir of Weizmann Institute of Science in Israel and the "S" in RSA, warns that an error in a computing chip could be exploited to compromise the security of the global commerce. Shamir points out that **modern microprocessor chips have become increasingly complex which increases the likelihood they might have undetected errors**. No kidding. I've been pointing out the latter for decades, not only for chips but for full systems. Computers are basically made up of the very simplest sort of behavioral gizmos. What makes them useful is simply the very large numbers of the gizmos and the fact the simple states of the gizmos can be arbitrarily manipulated and interpreted. Having very large numbers of things to muck about with demands having a very fast means of mucking them about and fastness makes for less margin. Being certain that systems work as they are believed to

## <--Water Blogged Wump

work is a very difficult task, at best. Certainty in modern systems is something I'd not easily suggest as being one of their attributes. While one typically would expect a malfunction to crash a computer, it doesn't necessarily work that way. Over the years, I have been able to document some very peculiar oddities that did not crash the system in which they existed. Here's the thing; no one knows how common such issues are. After all, they don't deep six the system and may not produce readily discernible symptoms ... at least not right away.

This morning, our 30 year old microwave oven decided it had had enough. This time it's not just being finicky. It's done that in the past. I recall the first time we had a problem with it. I took it back to the store, out of warranty of course, where it was pointed out that it would be no problem to get it fixed up like new. After a few months, with the results of phone calls becoming less and less encouraging, I decided I'd go pick the thing up and look into it myself. A bit of poking about with a meter pointed out that the dinky triac that was soldered into the control board was popped. I happened to have some that would fit and were much heavier duty. It has worked all this time ... not that there haven't been other troubles along the way. The internally mounted fuse has blown from fatigue a few times (fuses do wear out) and the motor that turns the feed horn has bearings that get dry and squeaky from time to time (couple of drops of oil quieted them right down). The worst problem was the sheet metal cover which didn't just fit where it belonged but had to be coerced into place. It originally had five screws holding it on but I only bothered with two because I knew I'd have to be in there from time to time. No longer. It's fried inside. Twenty years ago, I'd have made an effort to fix it. Today, you can't get the parts. Indeed, you can't even find someone who knew what the parts were. At least, not read-

ily.

Oh, thank you yet again, Apple! I would really, truly like to know if the people who decide what should be on Apple's web sites are just mean spirited, too intent on driving sales or just plain dumb. Another alternative might be that Apple has too many lawyers on its payroll—they've been good at thinking up excuses not to do things that are good for their customers over the decades. So, what am I complaining about now? **I try to maintain some older Macs here if, for no other reason than not having the continual injection of thousands of dollars to be "up to date"**. Each has some version of "Developer Tools" or "Xcode" installed on it so I can muck about with open source software and even write my own programs. Like virtually everything else that Apple (and almost every other manufacturer of most anything in the whole world) does, they "update" their developer software with some regularity. And, in keeping with Apple's usual approach, these "updates" orphan older equipment from time to time. Nothing new here. Now, the other day I was attempting to compile and install a version of Xcircuit, an open source drawing program that is targeted at circuit design that creates PostScript files. Thanks to the kind help of the author, Tim Edwards, I was able to get Xcircuit 3.4.27 working. The main difficulty was a missing developer tool—"install". This a program that basically copies a file from one place to another, providing for aspects things plain copying doesn't. It's a simple program. It's absence was even anticipated by Tim who includes a shell script, "install-sh", to take "install's" place if it's missing. Unfortunately, the logic for using this script was slightly faulty, inhibiting the finish of the Xcircuit installation for me. In the process, I discovered that "install" was on a Tiger system but not on the Panther system I was working with. After pointing this out on the Xcircuit list, another Mac user pointed out that

his Panther system did have "install" on it. The conclusion was that I didn't have a recent enough Xcode. This is likely true as I don't update just to update. So, I decided I'd log into Apple's developer download site and get the latest version of Xcode for Panther. Riiiiight... Apple makes their developer tools free to registered developers, one of which I am. But they've decided that only the last two versions of Xcode need to be available—both supposedly run on Leopard and one will run on the most recent Tiger. No links to legacy software or previous versions—just a dead end.

[**Epilog:** After spending hours hunting for Xcode 1.5, I eventually bumbled across it. So, I'll have to amend my complaint to simply be that Apple makes locating this stuff both difficult and highly non-intuitive.]

In case you just aren't following the latest Apple hoopla, **Leopard (Mac OS X.5) is "breaking" a lot of software**. The excuse for this is that Leopard is "UNIX compliant". I can't refute that. But I did get curious enough to investigate just what "UNIX compliant" was supposed to mean. There was quite a lot of Googling going on to get to the grit. It seems there's been a sequence of documents produced over the years that set out the requirements, etc. for a "standard" UNIX. Along the Googling trail, I was not heartened to see IEEE being bandied about as provender for the standard—IIEEE makes a lot of money by keeping their standards closed, which means that mere mortals with empty pockets don't get to know what's in them. However, it turns out that the specification is published at <http://www.unix.org/unix03.html> and one can download it to their own computer for local reading. I did that, not that I have any real need for it. But, it might come in handy as a reference tool from time to time (though considering the pace of publishing such "standards", it's usefulness is probably not all that long term).

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## <--Water Blogged Wump

Here's the thing: it's over 20 MB of HTML code. There don't seem to be a lot of pictures. I hope I'm wrong about how long this will persist as a "standard" because dealing with such tomes is incredibly difficult. Well, not as difficult as dealing with IRS codes, but still ... difficult.

Once upon a time, when I was a teenager in college **studying for finals by inhaling an apple box or two of paperback science fiction**, I recall being impressed by stumbling across the term "Murkin" for the language being spoken in a portion of the world once known as the United States of America. Unfortunately, like most my studies for finals in that era, I don't recall too many details ... like the author or the title or whether it was a short story or a novella or a novel or much else about it. I tried Googling to refresh my synapses but that turned out to be a less than helpful. It seems that Murkin is a not particularly common name attached to people, some of whom wrote science fiction. But I could not find a reference to the term Murkin applied to what had become of what we sometimes refer to as "American English". Oh, well. The thing is, I watch too much TV. While I tend to avoid the so-called "reality" shows, I still manage to see plenty of "real" people talking about things in commercials, the news and the like. While I can see them well enough, even on channel 5 which is very weak through the air here and thus fuzzy, ghostly and very washed out, what I can't seem to do is understand what they're saying. For reasons which escape me, our schools seem to tolerate modes of speech which I suspect would have landed the student a berth in a—oh, crap, my lack of interest in political correctness is inhibiting my "proper" choice of words here—retarded class when I was young. Perhaps the most common thing I see is youngsters who speak without forming their lips into anything but slight variations of a lazy "O". Perhaps it's because they're car-

rying too much steel in their tongues and lips? It doesn't stop there as they usually speak too fast for their vocal tract to keep up, adding additional slurring to the sounds generated. This is, of course, quite independent of the fact, you know, that, like, the words aren't making, you know, sense, like, anyway, you know. My impression of the science fiction story was that it was set far into the future. But, to my ears, the Murkin language is already alive.

This could be a long one. Also once upon my a time, I used to write operating system software for computers (along with many other things). Along the way, there were some fundamental ideas that cropped up. So, when you write new operating system software, you don't violate the fundamentals. Perhaps first and foremost in operating system principles is that new versions of an operating system should not "break" user level software that already exists. Put another way; when you install an operating system upgrade, all your programs should keep working. **This doesn't mean that when you upgrade your OS, the vendors of your applications are ready to sell you upgrades to their programs so you can keep doing things like you used to do.** Apple has gotten high marks for retaining some sort of compatibility over some strong revisions in the Mac OS over the years. I have to admit, what they've managed to do is truly remarkable. But that's mostly because I also have a pretty good idea of how bad the former Mac OSs were "under the hood". Dragging a lot of poorly designed software along for the ride is a big, difficult job. Part of the reason for that is that much of what constitutes the Mac OS should not really be operating system code. The Mac OS suffers a lot from what old pherts of computerdom refer to as "factoring" or, rather, lack of it. Simply put, "factoring" is how one partitions the functions provided. I'm a mathematician at heart, so I crave simplicity and thus seek factor-

ings that reduce complexity without reducing functionality. This is a different mind set from the typical "computer science" graduate who's steeped in programming in "C" and it's derivatives. They typically revel in generating lots and lots of code, using convoluted, multi-syllabic symbols. Why? I blame Niklaus Wirth, the inventor of the Pascal programming language. His work canonized the one stack architecture (OK, so that means almost nothing to almost everyone - I'd need a small book to describe what that's about) and was a "darling" of the education system. Since then, almost no one working with computer architecture even considers an alternative. Alternatives do exist. More interestingly, some provide for much more efficient computing and software creation. Sadly, if you mention this to most "computer scientists", they typically react with a severe attack of aversion. Back to the main point—Apple is jerking our chains. Yes, Leopard has some nice features. Tiger had some nice features. Panther ... you get the idea. With each "upgrade", Apple orphans old computers and programs. Perhaps I'm wrong and it's just my curmudgeonality but it seems that the pace of this "orphanization" has quickened over the last several years. When people complain about this on some developer email lists I receive, there's almost always a litany of comments like, "Man, it's almost THREE YEARS old!" Wow. Three whole years without buying all new stuff. How do we manage it? It's getting harder and harder. Can you feel the hammerlock your non-wallet wielding arm is in?

The bird nest in the picture is in a tree in our back yard. It's way up in the whippy shaft end of the tree's tallest branches. **It's not a small nest.** Curiously, until the leaves fell from the tree, I'd not seen the nest or become aware of its presence before. I hope it gets reused. This year, I plan to pay attention, now that I know it's there.

# That Bane of the Macintosh User

While not strictly speaking a Terminal based issue, this month's subject revolves



around some geeky stuff. You see, I have this HP-Compaq Windows box here. Since it's only used for some specific jobs that are highly sporadic, I thought it would be interesting to investigate how well PC-BSD worked. PC-BSD is a sort of FreeBSD "for the rest of us," to quote one of Apple's slogans.

Normally one installs FreeBSD by using a text based menu process called **sysinstall**. While not quite as bad as facing prompts next to blank command lines, it's hardly a process that either a Mac or Windows user would refer to as friendly. Indeed, I don't believe I've ever been through the process that I didn't need to do it at least 10 times before I got to something I thought would be sufficient (in a few cases, this is a wild understatement) and I've done it many times over the years. Most of those efforts didn't need to invoke XWindows, which adds massively to the problems one might encounter, much less installing KDE or GNOME on top of that (GUIs - Graphics User Interfaces).

PC-BSD is a way to do all of the above "easily". At least, that's the theory.

I started by replacing the Windows loaded hard disk with one that was pulled from a Mac. I already had a version 1.3 and 1.3.0.1 of PC-BSD but decided to see if it had been updated since I got them. Sure enough, version 1.4.1 was available. I downloaded the ISOs and burnt the CDs of from them—easy to do on a Mac.

**7** I tried several times, first with 1.4.1, then 1.3 and 1.3.0.1 ver-

sions to get an installation. Most of the time, the graphics that came up were just a mess so I was clicking buttons by Braille and memory—a foolish effort spawned of frustration. After mucking about in this fashion for quite a while, I was able to divine that while the BIOS was seeing the hard disk, the installer was not.

So, I pulled the drive out of the PC and stuck it in a Firewire box and used Disk Utility on a Mac to erase and partition the drive as a PC drive. I stuck it back in the PC and tried 1.3.0.1 again. Again, the graphics were all messed up. But I'd noticed that in the "dmesg" — all that text that flies by at the speed of light when BSD boots up — that there was an "ad0" device for a change—the hard disk I put in the box.

Encouraged by that tidbit, I tried again and this time did not try to install immediately but rather reset the graphics setting to a default condition first. I'd assumed that was how they always were set since I was booting from a CD and had a "blank" hard drive. Apparently PRAM is not just a Mac problem because this time the graphics worked well and I could click on things that made sense ... and, most importantly, when it was done and I rebooted, I got to a "desktop". Sadly,

it was organized like Windows—Start menu in the bottom left, status bar along the bottom, icons upper left. Oh, well... have to live with that.

I had to quit for a while and eat supper and think about things. Finally I decided that I might as well try the 1.4.1, having stumbled around enough to have some idea what pitfalls I faced. So, I booted up on the 1.4.1 CD. The graphics were OK. I chose to "upgrade" and also added a bunch of application software — things like Firefox and Open Office. This time the installation, went off without a hitch.

I had more trouble configuring the network data than I would have on a Mac, but to be fair, I've done that probably hundreds of times. I've only done it once in GUI on FreeBSD. It actually is done quite similarly to the Mac, though is much more primitive, lacking the notion of Location completely. The main problem was finding the right place in the menu hierarchy to do the job. After that, it was just a matter of figuring out where the hidden controls lay.

I've not had any time on this arrangement to get a real feel for it's effectiveness but already I can see that it would be generally usable without much training. I was able to bring up **8 -->**



# ← Dread

an MS Word doc I FTP'd to the PC from my Mac in Open Office and in KWriter (KDE's "Word"). The former was very accurate. The latter was OK. I did bit of web browsing with both Konqueror (KDE's web browser) and Firefox. Both worked well on the little I looked at. One problem: this PC does not have sound—it has beep but not sound—I need a sound card or BIOS mucketeering or something, for that.

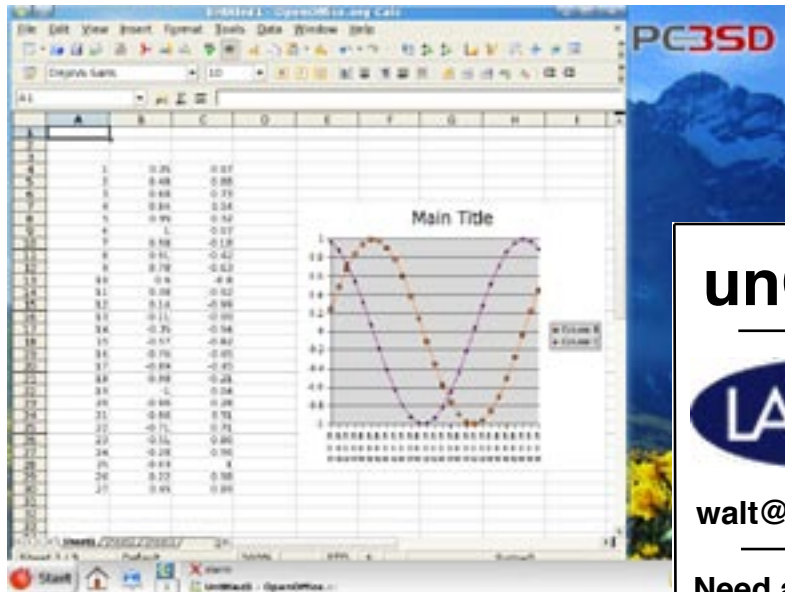
Some utility I messed with drew some scribbly lines on everything and I never managed to get them out of the background — didn't really try that hard. You can see some of these leftovers in the screen snapshot on page 7. Of course, this snapshot was taken using the KSnapshot program supplied with this installation of KDE. I like the way it works compared to Mac OS X's well hidden Cmd-Shf-3 keystroke. You select KSnapshot from the Start menu. When the menu disappears, KSnapshot sucks up the screen and then brings up a dialog asking how you want to clip it and save the results.

Compare these icons ...



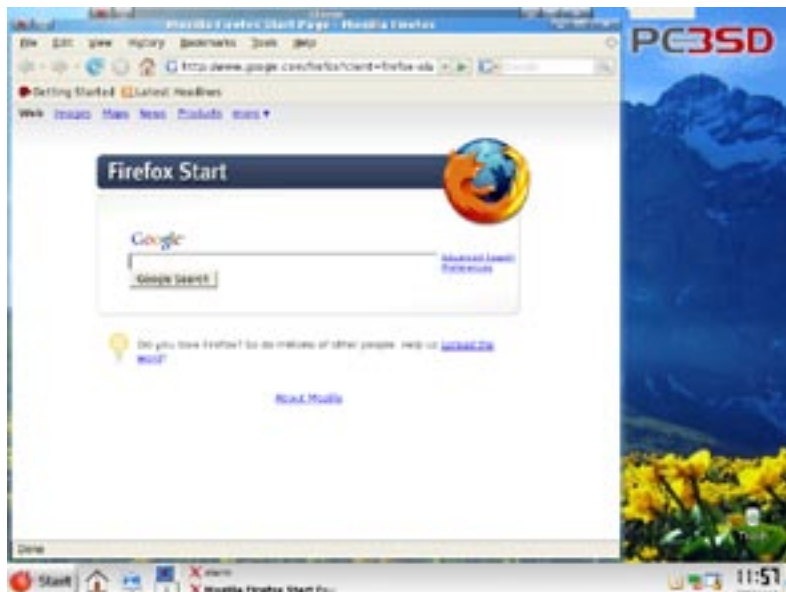
Despite the latter being hampered by some resolution difficulties, the similarity is clear—they both refer to one's home directory (aka. folder). You can see that OS X's graphics are gentler than those on the PC. This

as well as limiting the display. Besides, the monitor I'm using is truly ancient—good in its day but primitive by modern standards



(anyone care to donate a nice, big LCD to the cause?).

Maybe there's really an alternative emerging. Much of world thinks so.



probably has as much to do with hardware limitations as anything else. I'm using the PC's motherboard graphics, not a separate graphics card.

This saps some of the computer's performance

## unClassifieds



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