

# NEWS



# BREAK

## MACINTOSH USERS GROUP, ONEONTA, NEW YORK

Volume 15, Number 1

January/February 2000

### **MUG ONE FEBRUARY MEETING: STUFFIT DELUXE**

Join us for the first meeting of the new, uh, year on **Tuesday, February 1** at 7:30 PM in lecture hall 1 of Hodgdon IRC on the SUNY Oneonta campus. Jay Manning is ready to teach us all about the latest version of *Stuffit Deluxe*, that indispensable tool for sending and opening files. If you send or receive files over the Internet, you'll want to know about *Stuffit Deluxe*. A lucky winner will take home a FREE copy of *Stuffit Deluxe*, donated by Aladdin software; the rest of us can enjoy special user group pricing on *Stuffit Deluxe* and other Aladdin products.

For more information, call Jay Manning at 607-433-1305 or Terry Helser at 436-3518.

### **ITOOOLS, MAC.COM AND A TASTE OF OS X**

This month's MacWorld Expo in San Francisco featured a record crowd of 70,000, and tons of new products. Despite rumors of an iMac with a 17 inch monitor, Apple announced no new hardware. Instead, Steve Jobs' keynote focused on rolling out Apple's new web portal and giving a first peek at OS X, the revolutionary new operating system due by the end of this year. Jobs also announced that he will make his CEO position permanent, but plans to keep the title iCEO.

Apple's web site is now divided into sections navigated by screen-top tabs. The Store, Quicktime and Support sections are joined by web site reviews in iReview, iTools which offers free e-mail (your name@mac.com), 20 MB of file storage and smart kid web filters to users of OS 9, and iCards for sending art-quality cards over the web. Check it out at [www.apple.com](http://www.apple.com).

### **USB ZIP DRIVE PURCHASE PLANNED**

One of the biggest chores in moving up to a new iMac or G4 is transferring the data from your pre-USB Mac. MUG ONE's officers have approved the purchase of a Zip drive to make the transition easier. We plan to buy a portable USB Zip drive that handles both 100 MB and 250 MB Zip disks to be loaned through the MUG ONE library. Members will be able to borrow the new Zip drive as well as the group's SCSI Zip drive, if necessary, to move files between the old and new formats. For more information, see Jay Manning.

### **LAST ISSUE FOR THE UNRENEWED!**

If you've already joined or renewed your membership in MUG ONE you can sleep soundly, secure in the knowledge that your *NewsBreak* subscription will continue uninterrupted.

However, if you have not yet joined or renewed your membership for 1999-2000, this is the last issue of *Newsbreak* that you will receive.

What to do? Mail your membership form with a check for \$24 (\$18 students) to Joanne Johnston, 9 Wisteria Avenue, Oneonta, NY 13820 or drop off your check and membership form with Jay Manning at Music and Video Repair, 224 Main Street in Oneonta. Please be sure to include your e-mail address if you have one, so we can stay in touch.



*Join the DVD revolution!*

### **MUG ONE OFFICERS FOR 1999-2000**

|   |              |
|---|--------------|
| Jay Manning, President  | 607/433-1305 |
| email: <a href="mailto:mactech1@dmcom.net">mactech1@dmcom.net</a>   |              |
| Elsa Travisano, Vice President                                      | 607/433-2569 |
| email: <a href="mailto:mugone@aol.com">mugone@aol.com</a>           |              |
| Terry Helser, Sec. & OSC Liaison:                                   | 607/432-8123 |
| email: <a href="mailto:helser1@oneonta.edu">helser1@oneonta.edu</a> |              |
| (Office: 436-3518 fax: 436-2654)                                    |              |
| Joanne Johnston, Treasurer  | 607/432-6320 |
| email: <a href="mailto:johnston@dmcom.net">johnston@dmcom.net</a>   |              |

## DECEMBER 7, 1999 MEETING

About 20 of us gathered in IRC-1 on the Oneonta State College campus at 7:30 pm for our annual holiday games and goodies meeting. Vice President Elsa Travisano started the meeting by showing and describing some of the top prizes to be won in the raffle, including two copies of *Microsoft Word 98 for the iMac and iBook*, an assortment of Peachpit Press books and a copy of *Stuffit Deluxe*. She then handled questions and answers. I warned those gathered that some clones like my Power Computing 100 just die completely (rather than lose their settings and revert to a 1904 or 1956 date) when the internal battery goes, so the battery should be the first thing to check before you panic. No one could advise about its subsequent demented refusal to connect to the Internet. I solved the problem by getting a new graphite iMac and giving my daughter the PC 100. :-} You do what you can to help the kids.

According to Jay, disk problems are best attacked by *Disk Warrior* first, but *Norton Utilities* is useful for other repairs. There was a question about sending e-mail attachments from a PC to a Mac so they are readable. It is often easiest to cut and paste the text into the e-mail window, or save it in html or text format before attaching it. It was agreed that cross-platform file transfer can be vexing. *Stuffit Deluxe* and *MacLink Pro* were recommended for reading and creating files destined for another software application or platform.

To start the holiday demos, Tom Travisano showed us the new *Digital Media Remote* from Keyspan. The \$79 device has a receiver plugged into a USB port (you'll need to add a \$30 USB card to get this to work with older PCI Macs) and a hand held controller to run things like PowerPoint slide shows, music CDs, DVDs, etc. from anywhere in a room. It is not a remote mouse, but a nifty remote control for users of multimedia. With the DVD players in the newest Macs so sensitive to joggled mice and other interruptions, the *Digital Media Remote* promises higher levels of productivity – so you can watch *A Bug's Life* from the sofa!

Elsa Travisano then demonstrated the special iMac version of *Microsoft Word 98*, which was also available as a raffle prize. It has an extensive set of Wizards and Clip Art to create professional-looking cards and other documents, and was reviewed in last month's *NewsBreak*. One tip we learned – if you don't like the little help window cartoon, you can kill it under Preferences in the Tools menu. The software is \$120 with a \$30 rebate offered from the Microsoft web site. It is supposed to work only with iMacs and the iBook, but will work on any G3 or better Mac, and even sort of works on a Power PC 6300, though you lose the clip art.

Sean Davey and Peter Molignano then demonstrated the fantasy war strategy game *Myth II - Soulblighter* from Bungie (www.bungie.com to order, \$20). Some of the graphics are so good that several in the audience experienced a touch of vertigo. The presenters recommended the newly released bundle *Myth: the Total Codex*, which according to the Bungie

web site contains *Myth* and *Myth II*, *Chimera*, a scenario pack, both Strategies and Secrets guides and dozens of the best 3rd party maps. All for \$19.99! These games can now be played on line, in teams, etc.. Next was *Riven*, the sequel to *Myst* from Red Orb Entertainment. It comes on five (5) CDs! We took some amazing roller coaster rides between islands and under water. Again the motion queasy among us had to look away. Before you buy, you might want to borrow a copy from our library. (If you are a member - hint!) Finally we got to experience *Fly!*, a flight simulator, and *Rainbow 6* based on a Tom Clancey novel, from www.ambrosiasw.com. They also made recommendations of holiday gifts for teenaged game players. Thanks to Sean and Peter for their excellent, well-prepared presentation.

Jay then showed us *Tomb Raider III* featuring the Barbie Doll version of Indiana Jones. Annie Sauter and several other members of the audience took umbrage at the exaggerated attributes of Lara Croft, the pneumatic protagonist. We then talked about obtaining free upgrades for older versions of software like *Quicken* and *FileMaker* to assure Y2K compliance. Check with manufacturers of your software to ensure that it will work, though almost all Mac-related programs should do fine. We were reminded that the MUG ONE library has an *ImageMate* USB card reader to speed up the transfer of photographs from our digital camera to a USB-equipped computer..

Elsa briefly showed us an addictive *Star Wars* program for kids called *Pit Droids*, which helps develop logic and programming skills. The Droids do exactly what you tell them, so if you foul up they fall down holes, run into walls and splat themselves in embarrassing ways.

We ended with the raffle. The grand prize winners were Sean Davey and Gerry Stoner, who each took home a copy of *Microsoft Word 98 for iMac and iBook* from Microsoft. Lillian Dox and Don Gersch both picked *The Little Mac Book*, and Jordan Tannenbaum chose a *Photoshop* book, all from Peachpit Press. Joanne Johnston took the *MacTicker* program, and John Mazarak took *Stuffit Deluxe*, both from Aladdin. The *Official eBay Guides* went to Jerry Redd and Dave Griswold. Peter Molignano got the *Think Different* book from Apple and Bob Parmerter has *Start with a Digital Camera* from Peachpit. The Richardsons and Schadts picked Desktop Stations and the rest of us took Zip Disk and CD holders, flashlights, and other goodies. Thanks to the vendors who contributed prizes. We adjourned to play the games and sample wonderful cookies, brownies and confections provided by some talented cooks among us. A delicious end to the last meeting in the 1900s! NEXT year, the millennium!

Despite our largesse, we still have some booty to raffle off, and membership dues will still be accepted. Send a check for \$24 (\$18 for students) to Joanne Johnston, 9 Wisteria Ave., Oneonta, NY 13820 or bring it to the meeting to debug your Y2K.

- TERRY L. HELSER, SECRETARY

## BOOK REVIEWS: PAGEMAKER, PHOTOSHOP, DIGITAL PHOTOGRAPHY AND DESIGN

*Adobe PageMaker 6.5 Plus Productivity Kit: 24 ready-made projects for use with Adobe PageMaker 6.5 Plus*, 184 pp. Adobe Press, 1999. \$25.

With the advent of Adobe's new high-end page design software *InDesign*, *PageMaker* has been repositioned as a page design package for businesses, though organizations and individuals will also find plenty here to tempt them. The *PageMaker 6.5 Plus* software package (\$499, upgrades \$89) now comes bundled with *Photoshop 5 LE* and *Acrobat Distiller*. It also includes more than 300 templates for printed materials ranging from brochures and business cards to menus and posters, on-screen tips and tutorials and a vast collection of professionally drawn clip art.

The *Adobe PageMaker 6.5 Plus Productivity Kit* offers speedy tutorials for creating a wide array of useful publications, and teaches *PageMaker* techniques along the way. Part of Adobe's *Classroom in a Book* series, the book is aimed at users who want to get quick, professional-looking results without getting bogged down in issues of design. Included are step-by-step instructions for 24 projects, starting with a tutorial on how to use *PageMaker's* templates. Each project is keyed to a numbered template and lists the included application(s) and fonts it requires. Instructions are brief and clear. The text is interspersed with design tips and clear illustrations – some in color.

The first projects cover working with clip art and creating the elements of a corporate identity – business cards, stationery and envelopes. Other projects include posters, advertisements, direct mail letters, post cards, tickets, certificates, holiday cards and CD labels and covers.

The *Adobe PageMaker 6.5 Plus Productivity Kit* is exceedingly useful for people of all skill levels who want to get maximum bang for the buck out of a powerful software package. Because the tutorials are all keyed to templates available only in the *Plus* package and in the *Adobe Publishing Collection*, which includes *PageMaker 6.5 Plus*, the book is not appropriate for users of earlier versions of *PageMaker*, including the un-enhanced *PageMaker 6.5*.

*Real World Photoshop 5: industrial strength production techniques*, by David Blatner and Bruce Fraser. 703 pp. Peachpit Press, 1999. \$44.95.

*Real World Photoshop 5* is an in-depth guide for people who use *Photoshop* to process images and prepare them for printing or the web. The focus of this book is not on the coolest special effects, but rather on the bread and butter issues of color correction, conversion and reproduction, image retouching and on making the most efficient use of one's time and computer equipment. By teaching the concepts behind the techniques, the authors hope to help the reader develop the

judgment and intuition to think like *Photoshop* "thinks".

The book manages to impart its wisdom about *Photoshop* in a lively, conversational tone that's a pleasure to read. It's like having a friendly, entertaining mentor to talk you through *Photoshop's* intricacies. It's also a very informative reference guide – my copy is loaded with Post-Its.

Starting with the hardware needed for an effective *Photoshop* system, the first part of the book covers basic tips and tricks, the essentials of image and color, and color settings. We're talking 85 pages on color management, including what the deal is with all the different kinds of color profiles and why they're so important to your final product.

The middle portion of the book works with tonal and color correction, using adjustment layers and sharpening techniques, followed by a discussion spot colors, line art, scanners and the nuances of capturing images. The art of making selections, retouching and techniques for creating drop shadows and working with objects vs. pixels round out the discussion of fine-tuning images. The final portion of the book covers storing images in a variety of file formats, output methods and multimedia and the web.

The emphasis throughout is on whys and hows, not wows. It has the most thorough and informative treatments of *Photoshop* tools, settings and dialog boxes that I've seen. Tips for mastering the frustrating or confusing aspects of features like the eyedropper tool are especially practical and welcome.

If you're ready to immerse yourself in the world of *Photoshop*, this is the book for you. It's a thorough and sometimes philosophical treatment of a very complex program, and a good read to boot.

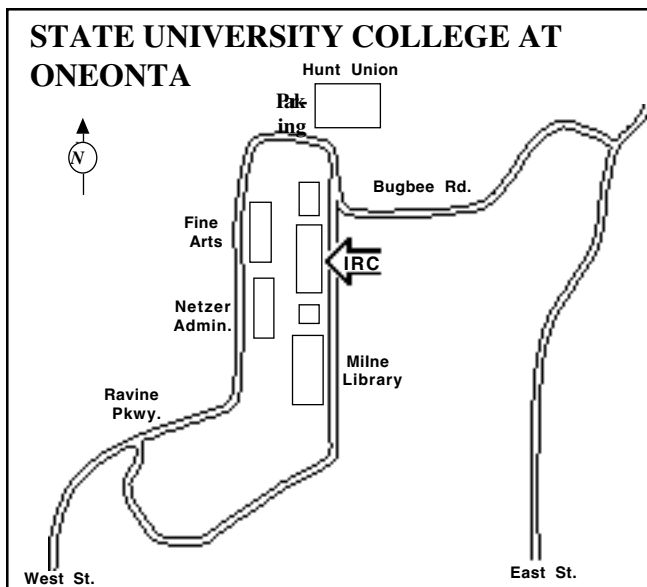
*Real World Digital Photography; industrial-strength techniques*, by Deke McClelland and Katrin Eismann. 403 pp. Peachpit Press, 1999. \$44.99.

This extensively illustrated guide is the place to turn when you're ready to move beyond the excellent *Start With a Digital Camera* (Peachpit, 1999, reviewed last month) and delve into the specifics of digital photography. Graphics authority Deke McClelland and photographer Katrin Eismann set out to teach the reader how digital cameras work, how to buy a camera, how to take and edit photographs like a pro, and what to do with those photos after they're taken, and they succeed admirably. *Real World Digital Photography* is the best and most up-to-date book I've seen on the subject.

McClelland tells us that the intended audience for the book is

"...people such as yourself who purchased a digital camera or have plans to make such a purchase in hopes of making a business run more efficiently.

– continued on page 4



**NEWS BREAK**  
 Newsletter of MUG ONE,  
 Macintosh Users Group of Oneonta  
 Editor: Elsa Travisano, 607/433-2569  
 FAX: 607/433-0909  
 email: MUGONE@aol.com

*News Break* is an independent publication not affiliated or otherwise associated with or sponsored or sanctioned by Apple. The opinions, statements, positions, and views stated herein are those of the author(s) or publisher and are not intended to be the opinions, statements, positions, or views of Apple. Apple, Macintosh, Mac, and other Apple trademarks used in this issue belong to Apple. (Thanks to Richard Johnson for this very thorough disclaimer!)

– Book Reviews, continued from page 3

Among these professionals, we count graphic artists, designers, prepress professionals, editors, real estate agents, insurance adjusters, health-care professionals, and yes, photographers. We also mean teachers and students”

The book begins with a discussion of the advantages of digital photography, followed by the types of cameras and the tasks for which each is most appropriate. Pixels, resolution, file formats, types of media and image size are then detailed, along with advice on choosing camera features and methods for downloading images. By the time you arrive the chapter on shopping for a digital camera you’re ready to make a well-informed purchasing decision.

Camera in hand, it’s time to configure your digital darkroom; the authors give advice on computers, monitors, printers and removable media. The chapters on setting up your desktop studio and the essentials of photography are packed with advice on tripods, backdrops, the intricacies of exposure and light meters, and the all-important subject of lighting. For instance, you learn how to clamp a \$1 sheet of posterboard onto a table to create a backdrop, and how to choose and position lighting sources. You’ll be amazed at how quickly you start thinking like a pro.

Correcting your photos in *Photoshop* is covered in fifty pages; McLelland has written several books on the topic, so you know you’re in good hands here. For the ambitious, there are instructions on making panoramic and interactive object movies with QuickTime VR. The discussion of how to prepare your finished photos for printing, the web or a professional printer explains why printed images don’t always have the same colors as images on the screen, and some ways to make printing more accurate. The final chapter gives clear, step-by-step instructions for archiving your images in different formats, including on CD-ROMs. If your photographs are important to you (and whose aren’t?), you need to read this chapter.

*Real World Digital Photography* is such a treasure trove of advice and information that I forgave the occasionally rambling text. If you’re ready to put your digital camera to work, this book will be an invaluable resource.

*Design Essentials; professional studio techniques, third edition.* By Luanne Seymour Cohen. 122 pp. Adobe Press, 1999. \$39.99.

This lavishly illustrated wide-format book gives step-by-step instructions for creating striking graphic and photographic effects using Adobe *Photoshop*, *Illustrator* and *ImageReady*. A “quick, how-to recipe book for artists familiar with the basic tools and commands in the programs,” the book includes 48 effects such as color tinted photographs, recessed type and textured 3-D graphics.

Each effect occupies a two (and occasionally three) page spread. The heading lists the application(s) needed to create the effect and a brief description of the technique. A large photograph shows the final product, followed by the steps for creating the effect. Color photographs illustrate the appropriate *Photoshop* screen, tool setting or dialog box used in each step, which makes the process much easier to follow. It also allows you check whether you’ve applied each step properly. Many effects conclude with instructions for variations on the basic technique. The book includes a chart and diagram of shortcuts and handy tips, and instructions for combining *Photoshop* and *Illustrator* files.

This is a book intended for experienced *Photoshop* and *Illustrator* users, though those with less experience should be able to create most of the effects if they keep a more basic reference at hand to check on how to perform unfamiliar software operations. There’s plenty of inspiration and practical guidance here for anyone who’s to explore new artistic and design techniques using these powerful applications.

- ELSA TRAVISANO