# Maclanta

## A Publication of the Atlanta Macintosh Users Group

## From Our Chair

*by Doug Franks*
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THE GENERAL MEETING for August was our best to date. We had a great presenter in Jack Quattlebaum from Apple, great Q&A from Jay Cann and Travis Brown, and great door prizes thanks to Mike Henigan and Kelly Hilliard. Everyone was a winner at our August general meeting.

After the meeting we had one our best socials ever with Chick-fil-A nuggets along with all the fixings. I especially thank the member who brought the yellow melon. It was delicious!

Fasten your hatch, strap yourself in, turn the volume up, and get a firm grim on the joystick. Sensation overload will commence in 3, 2, 1! If you haven't guessed what this month's AMUG general meeting is about, you must not be a serious gamer. Three of AMUG's best gamers will present the latest Mac games, tips, and tricks to help achieve final victory. Your guides will be Travis "The Terrier" Brown, "Big Bad" Bruce Pechman, and Jay "The Cannibal" Cann. Live Internet gaming will also be demonstrated. If you aren't into gaming or have never tried gaming, this is the meeting for you to attend. The door prizes will include some great games and gamepads.

Bring all your antiquated Macs, printers, modems, displays, and piles of cables to the second annual AMUG swapfest and auction on September 30. The auction is going to be a bidder's dream with some cool stuff going for just pennies on the dollar. Along with the typical hardware and software auctioned in the past, there will be services offered for bidding. We'll be advertising this event more and expect a high turnout. Check the AMUG Web site for more details.

All the pieces are now in motion for our upgraded online community, formerly our BBS. Scott Anderson and Travis Brown are performing the upgrade, which includes transferring all the data from the old server to AMUG's new G4 and getting it up and running. The upgrade should be complete by September 12.

The new server will be physically located in one of the Carterville City School System's server rooms. Sheryl McDonald, technology coordinator for the Carterville City School System, is owed a *big* thank-you for sponsoring a home for AMUG's server. Sheryl is an AMUG member from way back and is always ready to give a helping hand. Thanks for all your help, Sheryl!

Personal Digital Assistants, more popularly known as PDAs, will be the topic of the night, with a PDA being given away as a door prize at the end of the night. Subjects to be covered are the different PDAs to chose and which is right for you and how to use them to make your life easier. We're also going to discuss the best software

*From Our Chair, at left*
*Adobe Photoshop 6, below*
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## Mission Statement

The Atlanta Macintosh Users Group enhances the experience of users of Macintosh and other computers, fosters a sense of community, provides access to resources, and presents opportunities for education.

## Adobe Photoshop 6.0
### New Release is Second Biggest in Product's History

*by Jaddie J. Dodd*
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IF YOU'RE A DESIGNER, ARTIST, OR PUBLISHING ENTHUSIAST, you'll want Adobe Photoshop 6. It's new features and enhancements make this new upgrade second only to version 3, which was the first version to offer *layers* (see "Photoshop Geek Speak" on page 6 for definitions).

Photoshop 6 is empowering creatives with a completely retooled type engine, an integrated *vector* environment, much better support for developing Web graphics, tools that enable collaboration in graphics projects, and many interface enhancements that will make working in Photoshop faster and easier.

For starters, you now type directly on the canvas instead of working through a dialog box. And the type is object based, which means that it will always remain crisp and clear. Even if you transform the text, it still remains fully editable. The new type tool works more like InDesign's type tool than the type tool of Photoshop 5.

Recall how unintuitive and laborious it is to create something as simple as a rounded-corner rectangle or an equilateral polygon in Photoshop 5.5 and earlier? Enter the new vector space of Photoshop 6. There's a new Vector Shape tool in the toolbox that simplifies the creation of these geometric shapes. Add to this the Custom Shapes pane of the new Presets Manager and you may find yourself relying less on Illustrator and FreeHand. Experienced designers like AMUG member Kathleen Innes will tell you that these two new features alone more than justify the cost of the upgrade.

# Macworld Is Nirvana

*by Mike Henigan*
*michael_henigan@atlmug.org*

WHEN KELLY AND I FIRST STARTED talking about attending our first Macworld we heard all about prior convention experiences from many of the AMUG faithful, including Kathleen Innes, who was a previous AMUG representative. Their advice was to see as much as you can, but have *fun* and gather all the giveaways, as there will be plenty of them. They weren't kidding!

Let me start with the early part of our trip so you can get a feel for what we felt and experienced. We left Atlanta early on a Wednesday and drove to Arlington, VA for the first leg of the trip. We had a thrilling nighttime tour of Washington, DC, seeing the Lincoln Memorial and the new Roosevelt Memorial as well, and the next morning was spent walking the mall between the Washington Monument and the US Capitol. It was such a fun start to our wild and woolly trip.

On Thursday after walking all around the US Capitol grounds, we continued our drive north and into Somerville, NJ. We spent the next four nights at Kelly's sister's home. While there we commuted into Manhattan and took in the sights. We did the Circle Line Cruise around Manhattan which we *highly* recommend. We of course pointed out the Javits Convention Center, where we got a few good pictures of where we would be in a few days for Macworld. The last day there we stood in the Times Square lines to get good tickets to a Broadway play, *Kiss Me Kate*, and it was terrific—well worth standing in line for tickets. We recommend getting in line really early to get the best available seats, as a few other plays we wanted to see had already sold out of tickets by the time we got to the window.

Monday had us repack our things and drive over into Manhattan and check into the New Yorker Hotel, where we would spend the next four nights. We eventually got a fairly nice room after changing from our first room, which had a really tiny window and made the room so dark. Even so, the only good view we had of NYC from our room was the window in our bathroom, which was frosted and only opened two inches. If we got on our knees and peered through the tiny opening, we had a terrific view.

That evening we checked in and registered for User Group Academy. We got a nice badge holder and black tote bag, along with an Apple logo notebook. We had a quiet dinner and then joined the rest of the attendees for an ice cream social, made a few friends, and met some of the vendor reps.

Tuesday was to begin the start of *early* risings for the remainder of the week. We were up at 5:30–5:45AM every morning so we could be at breakfast by 7AM. We had a great breakfast with the rest of the user group attendees, and then we had our opening session and met Diane Cohn, the Apple user group liaison from Apple Computer. Kelly and I went to several classes and sessions where we learned more about working with vendors and establishing relationships with them, working one on one with retailers in our area, and also about publishing newsletters on the Web (via PDF files, which we already knew).

We had a general wrap-up session with Diane, where she wanted to know what we as MUG members wanted from Apple and what we in turn could do for Apple. This will hopefully strengthen relations between Apple and MUGs. The User Group Academy drew to a close at the Vendor Table Top Reception where we wined and dined with over a hundred other user group members and had lots of laughs and made many friends. We met more of the vendor supporters of the User Group Academy, and then they had a raffle where I won a copy of IBM's Via Voice software. A great time was had by everyone.

The really wonderful thing to end the Academy was when we completed a survey and received an Apple User Group shirt *and* a badge for admission into Steve Jobs's keynote—*with reserved seating!*

The Big Day arrived—Keynote Morning on Wednesday. We were up at dawn and hustled down to the Javits Convention Center at 6:30AM, two and a half hours before the start of the speech. We made our way down to where all the VIPs waited (vendors reps, press, and user group reps) and there was already a long line. We were told that some of the people in line arrived at 4:00AM. Jobs's keynotes are obviously important.

The line was eventually guided into a side hall where tables and chairs and bottled water and juices beckoned us to wait comfortably. At about 8:35AM, they led us into another doorway and we walked in a side entrance to the hall and to our reserved section on the left side of the hall. Kelly and I sat in the first section, third row—*primo seats!*

Steve's keynote was absolutely the best time we as Mac fans have ever experienced! He introduced the new optical mouse, which is the coolest thing since sliced bread, and everyone in the audience ended up getting a free mouse at the end of the presentation.

Steve next introduced the new Pro keyboard with volume and disk eject keys. The new keyboard features translucent plastics and is sleek to both hand and eye. Every new desktop Macs ships with the new optical mouse and new Pro keyboard.

Then Steve got into the heavyweight stuff and introduced the new dual-processor G4 and pitted it against a Windows-based machine running a 1GHZ Pentium III processor. The new Mac gave the Wintel machine a sound thrashing by finishing a series of Photoshop operations in half the time it took the Wintel machine to finish the steps. The new G4s looked the same on the outside but apparently got a *huge* boost inside.

Next Steve showed iMovie 2, which has several new features and is even easier to use. Steve's demo made us want to rush out and buy a digital movie camera.

When he showed off the new iMac line I was a little less then thrilled, as I was hoping for a G4 processor in the DV SE, but at least the storage tripled in the DV SE to 30 gigs and the speed was bumped to 500MHZ. The new colors are really gorgeous. The new colors are deeper, richer, and are closer to earthtones than the previous LifeSaver-style colors. The best color is Ruby, as it truly looks and feels like the gem that it is!

Then the grand slam of the keynote was announced—the Power Mac G4 Cube. It was the most impressive innovation I've seen from Apple in years… well, besides the iMac. The

new Cube is sleek, small, all of about eight-inches in width, depth, and height. Apple made the Cube easy to set up and its internals easy to access. It looks great. The Cube will undoubtedly be looked upon as another design marvel from Apple.

Then we saw the new 17-inch Apple Studio Display and the 15-inch flat-panel display. Both of these new displays feature the new Apple Display Connector, which eliminates one cable by combining the video signal and power supply in a single cable. Unfortunately, at present these new displays connect only to the Cube and new Power Mac G4s.
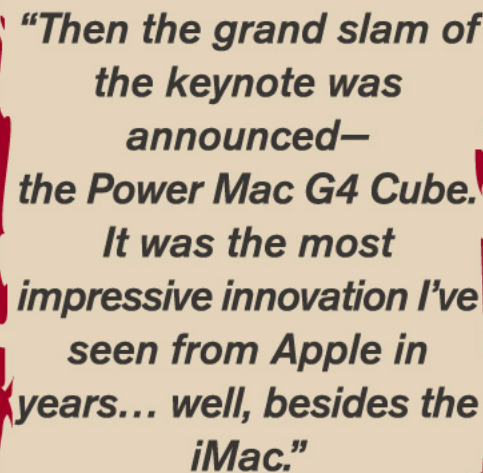
Finally, sound from Harmon Kardon. When Steve Jobs showed off the new Cube, he said it came with these "eyeball glass speakers" that were both cute and functional. We checked these out more closely at the Harmon Kardon booth and think they're quite nice—clear, heavy, rounded little balls, with a speaker inset that does make them look something like eyeballs. However, the booth was also showing off another group of speakers. They had the iMac iSub along with some very sleek-looking stick-shaped speakers. They too are clear and silver in appearance. They come as a set and go for $199. Using those speakers at the Blizzard booth with Diablo II was unbelievable. The sound was so clear and loud that wanted to have a set right away. They are the most ear- and eye-pleasing speakers we've ever heard or seen.

We walked out of the keynote absolutely stunned at the Cube revelation and just had to see it for ourselves. However, getting into Apple's section of the Macworld floor proved daunting. We finally got into Apple's booth on Friday morning once things had calmed down a bit from Wednesday. Being in Apple's booth convinced us to get online right then and there and order the new Snow iMac DV SE with the the new Soundsticks and iSub.

Macworld New York Y2K was also good for gamers. Diablo II—this game was available for purchase and it was one of the hottest items on the convention floor. Kelly and I bought a copy of the game for us (we're avid Diablo fans) and received copies for AMUG's September meeting, whose topic is gaming. This game totally rocks and is one of the best games we've ever seen. It was fun playing Diablo II at the Blizzard booth, especially with an ultrafast G4 and Apple Cinema Display. I wish we could do that at home!

Bungie's Halo looked good on the convention floor and in the 3DFX booth. Halo, which is definitely coming to a Macintosh near you, looks like the next stage of gaming Nirvana. For now Diablo II is it!

> "Then the grand slam of the keynote was announced— the Power Mac G4 Cube. It was the most impressive innovation I've seen from Apple in years… well, besides the iMac."

Kelly and I were able to see Baldur's Gate, the best role-playing game (RPG) game we've seen in a long time. Kelly and I are old RPG'ers from many years ago (you know, Dungeons and Dragons and all the others) and have never really been too terribly impressed with commercially sold software. That is until now. Baldur's Gate is top-rated software that uses all the graphic muscle in one's Mac and makes for a delightful and intense gaming experience.

That evening we met other Mac user group members and went to the Internet Dinner, had a really nice time, and enjoyed an abundance tasty Mexican treats.

On Thursday it was July 20TH and my birthday. What could be better to celebrate it than being at Macworld! We attended the Adobe Breakfast where we were given a demonstration of the latest in Adobe software, and there was a raffle where all sorts of prizes were won by MUG members, including me. I won Acrobat 4 and its *Classroom in a Book*, as well. As we left the breakfast, Adobe gave us copies of LiveMotion. Come to AMUG's general meetings and participate in the raffle, where we'll give away these cool packages!

We spent the rest of the day walking the exhibits. We were almost as exhausted as we were impressed. We had planned on getting to Tavern on the Green for my birthday dinner, but being so tired, we decided to have dinner at the hotel's posh Italian restaurant. The food was great and the atmosphere was lovely and quiet—but the best part was not having to leave the hotel. were in bed almost every night by 10:30, as we were completely exhausted. We learned that we had to pace ourselves at Macworld if we wanted to make it back to Georgia!

Friday was our last day. We attended Apple's breakfast and were dazzled by the product managers' demonstrations of the G4 Cube and iMovie 2.

We picked up even more giveaway stuff and left with two copies of AppleWorks 6.0. (We raffled one copy at the August meeting and have the other copy saved for September 30's auction.

We walked through the convention for a last peek and gathered even more freebies and giveaways before we hit the road for our last stop—Maine!

We were in Maine for about a week in order to visit with my parents and siblings and show off the coast of Maine to Kelly and all the lighthouses that abound there. The highlight of the trip was getting to see one of the largest and tallest ships afloat, the Argentine ship *Libertad*. It was huge and quite different from any other ship I have ever been on. The ship was the start of OpSail 2000, which was making its final stop in Maine the weekend after we were there.

All in all, it was quite an exciting trip and one we will remember fondly. ❖

# AMUG Events

## September

### saturday, september 16

#### systems training class

10 AM–1 PM, New Horizons Computer Learning Center. The topic is Basic Use of the Mac OS. Contact Jaddie Dodd at jaddie_j._dodd@atlmug.org or at 770.945.4930 to reserve a seat. Directions appear below.

### tuesday, september 19

#### general meeting

7 PM–9 PM, Macquarium. The topic is gaming. Directions appear at right.

### saturday, september 30

#### swapfest/auction

9 AM–4 PM, North Atlanta High School. For more details, see page 5. Directions appear at right.

## October

### saturday, october 7

#### new users sig

1 PM–3 PM, Creative Circus. Contact John Kanaly at john_kanaly@atlmug.org. Directions appear below.

### tuesday, october 17

#### general meeting

7 PM–9 PM, Macquarium. The topic is personal digital assitants, more popularly known as PDAs. Directions appear at right. A social will follow the meeting.

### saturday, october 21

#### systems training class

10 AM–1 PM, New Horizons Computer Learning Center. The topic is the Internet. Contact Jaddie Dodd at jaddie_j._dodd@atlmug.org or at 770.945.4930 to reserve a seat. Directions appear below.

# Directions to Events

**Creative Circus**

The new address of the Creative Circus is 812 Lambert Drive NE in Atlanta.

**New Horizons Computer Learning Center**

4053 Lavista Road near Northlake Mall. Take I-85 to I-285 East. Exit at Lavista Road (Exit 28). Turn right onto Lavista Road. At the second traffic light (Ranchwood Drive), turn left. Go to the first light (Weems Road/Marriott Courtyard) and turn right. New Horizons is directly behind the Marriott Courtyard.

**North Atlanta High School**

Take I-75 to the Northside Parkway exit. If you are coming from the South (from downtown), take a right onto Northside. If you are coming from the North (the 'burbs), take a left onto Northside. The school is just about five minutes from the exit. The entrance is at the rear of the school, so make sure to park in the back, off of Kingswood, rather than directly off of Northside.

**Macquarium**

Macquarium is located at 1800 Peachtree Street NW.

From I-85 South exit at Peachtree Street. This exit becomes GA 13 South. Take Peachtree Street toward Buckhead. Merge onto Peachtree Street NE. Travel about one-half mile. Macquarium is on your left.

From I-75 South take the Fourteenth Street/Tenth Street exit. Turn left onto Fourteenth Street. Travel one-half mile before turning left onto Peachtree Street. Travel approximately one mile and the Macquarium building is on your left.

From GA 400 South take the Sidney Marcus Boulevard exit toward Piedmont Road/Lenox Road. Turn left onto Sidney Marcus Boulevard. Turn right onto GA 13 South (Buford Highway). Take the US 19 North/Peachtree Street ramp toward Buckhead. Merge onto Peachtree Road NE. Travel approximately one-half mile. Macquarium is on your left.

From I-75/85 North take the Fourteenth Street/Tenth Street exit. Pass over Tenth Street. Turn right onto Fourteenth Street. Travel one-quarter mile before turning left onto Peachtree Street. Follow Peachtree Street over the I-85 overpass into Buckhead. Pass Caribou Coffee and Lettuce Souprise You (on left). Take next left into the Macquarium parking lot. ❖

packages out there and how to synchronize their data with the data on your Mac and vice versa. There will be a social after this meeting and I look forward to seeing you there.

Volunteers for the month of August were Becky Dodd for her help with making *Maclanta* a continuing reality, and Ruth Pung of Micro Center fame for promoting our group to new Macintosh buyers. AMUG would like to extend sincere appreciation to Becky and Ruth for jobs well done.

Speaking of volunteers, we will have several new openings on the AMUG Board of Directors and need enthusiastic members to give a helping hand. The open directorships are telecom, membership, publicity, and secretary. If you feel AMUG has helped you, maybe it's time for you to go to the next level and help run the group so we can continue to grow and offer our membership great benefits.

The AMUG Web site is being moved from NetDepot to its new home at Macquarium. Moving the site to Macquarium will help our Webmistress Angela Pratt have more control over updating AMUG's Web site. ❖

# The Atlanta Macintosh Users Group
## proudly presents

## Swapfest and Auction 2000

### Saturday, September 30
### 9 am–4 pm
### North Atlanta High School
### in Atlanta, Georgia

Tables cost $10 for members, $15 for non-members.

If you join AMUG Saturday, $5 of your $15 table fee will be applied toward your membership dues.

Swapfest/Table Set-up 8 am–8:45 am

Registration - 8:45 am–1:00 pm

Doors Open for Buyers/Swappers 9 am

Auction 1–4 pm. Please register for a bidder number at registration prior to the auction.

Auction Items include Adobe GoLive 5, Macromedia Dreamweaver 3/ Fireworks 3 Studio, Adobe Photoshop LE, Adobe LiveMotion, Aladdin StuffIt Deluxe, and an Ecrix 66GB VXA-1E Tape Drive.

For further information contact Mike Henigan at 404.688.2882 or email Mike at tdbear@mindspring.com.

But then there's also a new Layer Styles feature, which provides a way of saving layer settings such as a layer's bevel, drop shadow, glow, blending mode, and opacity specifications. The benefit of using layer styles is avoiding entering values repeatedly for any of those settings when you want to reproduce a particular effect. You can share these layer settings with other Photoshop users. I expect to see a lot of useful settings offered on many graphics Web sites soon.

Photoshop's Actions, introduced in Photoshop 4, are internal scripts that put Photoshop on autopilot for completing repetitive tasks. Want to resize, sharpen, and optimize several dozen graphics for posting on the Web—while you're at lunch? Photoshop's Actions can do this for you. Photoshop 6 can save Actions as droplets for easy drag-and-drop image editing from the desktop.

I mentioned the new Presets Manager when discussing Photoshop 6's new vector capabilities. The Presets Manager is where you can store brushes, swatches, gradients, layer styles, contours, and custom shapes. You can share all of these presets with other Photoshop users, which means that you'll likely see a lot of nifty new presets offered by many of the graphics Web sites in the near future.

Only Web designers needed to upgrade from Photoshop 5 to 5.5, because almost all the new features in 5.5 were targeted for Web graphics. Photoshop 6 offers better Web-related features than 5.5. Now you can do your image slicing in Photoshop. Slices allow the Web designer to build navigation bars and to optimize slices based on the content of the individual slice. Going further than slicing, Photoshop 6 boasts a new feature called *weighted optimization*, which uses a grayscale channel to map optimization settings to different parts of the image. Photoshop 6 offers an enhanced Extract Image command, which separates a subject from its background, usually so the subject can be placed on a different background. Extract Image was enhanced by the addition of three new tools for fine tuning the command's results.

Speaking of Web graphics, Photoshop comes with a new version of ImageReady. Now at version 3, ImageReady is Adobe's dedicated Web graphics tool. With ImageReady you can create animated GIFs, rollover effects, and optimize graphics for the Web.

Adobe must want Photoshop 6 users to spread the word, because *collaboration* is a recurring theme in many of Photoshop 6's new features. First, Photoshop 6 files support both text and voice annotations. You can type or voice a note to yourself or to a colleague using this new feature. Further, you can save the Photoshop file as a PDF so that your colleagues aren't required to have Photoshop 6 to view your work and read or listen to your annotations.

Adobe provides significant new interface changes that will be a boon to Photoshop novices and veterans alike. The Options palette is now a context-sensitive toolbar that offers more convenience for controlling a tool's options. At the end of this new toolbar, there's a new palette well. If you drag a palette into the palette well, it

becomes a pop-down palette when you click the palette's name. (For the palette well to be visible, your display's resolution must be set at 1024 x 768 or higher.)

Other notable interface changes include a Recent Files submenu in the File menu, support for the new Open/Save dialog boxes (which you can use to open multiple files at once in Photoshop 6), and a new save dialog that incorporates the Save a Copy command. These are just the highlights. Adobe says there are literally "hundreds" of interface improvements in Photoshop 6.

The venerable and undisputed king of image editors requires Mac OS 8.5 to Mac OS 9, 64M of memory (with virtual memory enabled), 125M of hard disk space (after installing Photoshop), and a display resolution of 800 x 600 or greater. Upgrades cost $199 and the estimated price of the full product is $609. Photoshop 6 is scheduled for a late September release.

This article simply highlights some of the features in Photoshop 6. For more detailed information, visit http://www.adobe.com/products/photoshop/main.html. ❖

**Quote of the Day**
"There's a reason all those Photoshop tutorial books have hundreds and hundreds of pages—they're abridged."

—MDJ, AUGUST 29, 2000

## Photoshop Geek Speak

| | |
|---|---|
| **Layer** | When you create, import, or scan an Adobe Photoshop image, it consists of a background layer, analogous to the base layer of a painting. You can add more layers to the image, allowing you to organize your work into distinct levels. Think of layers as sheets of acetate stacked one on top of the other. Where there is no image on a layer, you can see through to the layers below. Behind all of the layers is the background. |
| **Vector** | A vector graphic is made of lines and curves defined by mathematical objects called vectors. Vectors describe graphics according to their geometric characteristics. A vector graphic is resolution-independent—that is, it can be scaled to any size and printed on any output device at any resolution without losing its detail or clarity. |
| **Mask** | A mask allows you to manipulate, isolate, and protect specific parts of an image. |
| **Channel** | A channel stores an image's color information and masks. |
| Source: | *Adobe Photoshop 5.0 User Guide for Macintosh and Windows*, 1998, Adobe Systems Incorporated, pp. 41, 239, 259. |

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First Class
Postage

Need to learn computer basics? Need help with learning how to save files and know where you put the files you create? Then come to AMUG's Basic Systems Training Class on September 16. Details appear on page 4.

As this newsletter goes to press, AMUG's BBS in offline and being upgraded to a new online community. The upgrade should be complete by September 12. Visit AMUG's Web site at http://www.atlmug.org for more details.

MEMBER'S NAME

STREET ADDRESS

CITY, STATE, ZIP