



Apple Barrel

The Journal of the Houston Area Apple Users Group

Apple II • Macintosh • Newton

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October 2000

Linux for Mac: Free, complicated and powerful

By Jonathan Magnus

HAAUG First VP- Programs

Linux is an operating system or a collection of programs that together allow a computer to operate. This is sometimes abbreviated as “OS” like the Mac OS, which is a “system” of Extensions, Control Panels, and other programs. When they all work together, your Mac operates like a Mac.

The biggest thing about Linux is that it is free. (Yes, free.) If you are willing to download it, you can get it

for nothing. However, downloading Linux would take *weeks* at 56k or at least a day with DSL. If you would like your Mac to have something to do while you're on vacation, try it. Of course, you can go to the store and buy it for about \$40. That's a lot faster, even with Houston traffic. You also get 30 days of phone support, 90 days of email support and perhaps a T-shirt, too.

Linux is an OS like the Mac OS, but the similarities stop there. It requires

more effort to set it up and a LOT more learning to set it up properly. Linux is very powerful and—at a cost of zero dollars per user—it fits even the tightest budget.

Linux started as a project by a guy going to college in Finland. His name is Linus (get it ...Linus, Linux). He wanted to use the programs he used at school on his home PC. He wrote the first basic part, called a kernel (just like the word for a piece of corn) and put

Continued on page 3

OS X includes compromises to attract new users

By David K. Every

The first rule of engineering is that everything is about tradeoffs. Tradeoffs are usually good for one element, but bad for another, because good engineering is not always about “purity,” it is about managing tradeoffs for the solutions you're trying to reach.

For the record, the second rule of engineering is that there are no free features. This also gets you back to the first rule: Adding something in one place—even if it's “quick” or “easy”—will cost you in time, space, speed or other elements in another place. Whether you like it or not, you have to manage tradeoffs that the feature will cause.

The key to running a good company seems to be the same as good engineering—managing tradeoffs. With this in mind, the more I use OS X, the more I realize that it is the most compromised OS I've ever used. But I'm

not sure this is a bad thing.

Platform tradeoffs

Unix is an OS controlled by the programmers. Sometimes the cool programmer features or neat engineering designs took precedence over sanity, customer needs and everything else. Versatility was often king, even when it wasn't needed and the users just wanted something to work easily. Unix would take 10 abstraction layers (and 20 years) to do something like a user interface that any other operating system could do better with two or three layers and in one-fourth the time. But Unix is above all versatile.

Mac OS is another extreme, designed with the user in mind. It doesn't matter that it took ten times longer to design or implement something that will be five percent better for the average user, Apple or the Mac programmer will often do it. While this is nice on a “pure” interface level, the

question should be: “Is it better enough to justify how things are done?” Unix will do the same thing, but from a narrow programmer's or command-line geek point of view, and have the same shortcomings.

When is it better enough to justify those extra resources? A good example is the Dvorak keyboard, which is a different and superior layout compared to the older QWERTY standard. People who know both are far more efficient with Dvorak, just like users are more efficient with Macs, and programmers could be more efficient with Unix if they wouldn't keep taking 10 layers to develop something that needs only one. But the real question is still, “Is the Dvorak keyboard better *enough?*” The answer for 99 percent of users is “nope.” While it is better, it is not worth the extra training, and users won't be able to go to any typewriter and just use it.

See MAC OS X Compromise—page 4

Minutes: Board of Directors Meeting • Sept. 5, 2000

Board of Directors Meeting

September 5, 2000

(Minutes approved Oct. 3, 2000)

Members in attendance: David Jaschke, Joe Fournet, Rex Covington, Mike Lawshae, Elizabeth English, David Scheuer, Randy Herzstein, Lyda McGhee, Patty Winkler, Clair Jaschke, Mike Epstein, Jonathan Magnus, Howard Fitter, Bob Yawn, C.J. Settles, Jeff Davis.

The meeting was called to order by President Jeff Davis at 6:40 p.m.

Reports

Secretary — Lyda McGhee: The minutes were approved as written.

First Vice President: Programs — Jonathan Magnus: Jonathan has heard nothing from either TGS or Aladdin, so we have no confirmation at this time regarding the September meeting. In a worst case scenario, Jonathan will do the Aladdin presentation. Pangaea Software (Bugdom, Nanosaur) will be here in October.

Second Vice President: Facilities — Rex Covington: Everything went well during the August meeting except that the doors still need to be unlocked and the Internet connection broke during the meeting (this appears to have been a school-wide problem). Thanks go to Stage Direction, Dreux Ste. Marie, and Jeff Davis for helping with the webcast.

Treasurer — Elizabeth English: Current net income is \$1,081.14 through August.

Membership — David Jaschke: Current membership is 361 (down 9 members) and

the number of HAAUGNet members remains at 15.

Apple Barrel George Sroka: was not present and no report was given. Apple Barrel Ad Manager — Peter Gingiss: was not present and no report was given.

SIG Coordinator — David Scheuer: We need to correct the SIG Schedule to show that Mac 101 begins at 9:00 a.m. instead of at 10:00 a.m. One less room is needed now, but we will probably need it again in a couple months for the part-time SIGs such as freeware, programming, and others.

Apple Librarian — Mike Brouillette: was not present. The new HAAUG Update CD is now on HAAUG Heaven.

Mentor Program — Jim Oliver: was not present and no report was given. Volunteer Coordinator — Peter Gingiss: was not present and no report was given.

Publicity Chairman Joe Fournet: No notices have been sent out regarding the September meeting since we are unsure about the main presentation. Special presentations are needed so that they can be promoted.

Boutique Manager Amy Denton: was not present and no report was given.

Committee Reports

HAAUG Heaven — Working! There has been some trouble with the first phone line not answering. Randy may change the Desktop a little by making a Conferences folder with several folders in it.

Internet Everything is OK. Jeff has helped several people get online.

Old Business

The Action Planning Committee has not yet met, but will do so soon to set up a five-year plan for the club,

Associate Memberships will be given to Dwight Silverman and Scott Clark from the *Houston Chronicle* and to Jennifer Darwin of the *Houston Business Journal*.

We have not yet acquired the AMUG and Palm CD's for HAAUG Heaven.

HAAUG Hotline — Rex will move it from Startronics to HAL-PC and he will try to get it updated.

New Business

Randy Herzstein will create an AvantGo.com channel named "HAAUG Pig Tales" to promote HAAUG information to handheld devices. It will cost nothing and it is a way to get HAAUG's name out there.

We need to dispose of all extra hardware and software that belongs to the club if it is not needed or being used. We do need to keep the 7200/90 as a backup machine. We will offer the other things to HAAUG members first and then sell what remains on eBay.

Michael Lawshae was confirmed as Membership Chairman effective February 1, 2001. In the meantime, he will help David Jaschke. Thank you, Mike, for volunteering.

The Nominations Committee was formed with Rex Covington, David Jaschke, and Mike Epstein.

Payment up to \$800 for the March, 2001 general meeting at UH was approved. The meeting was adjourned at 8:42 p.m.

Apple Barrel is a monthly publication of the Houston Area Apple Users' Group, P.O. Box 570957, Houston, Texas 77257-0957.

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If you are interested in joining HAAUG, please call the HAAUG Hotline at (713) 522-2179, or sign up via HAAUG Heaven, HAAUG's BBS, at (713) 993-3312, or at

our website, www.haaug.org. Annual membership is \$45 for new members, \$40 for students, \$40 for renewing members, and \$60 in US funds for foreign membership. The Hotline is also the Mentor line if you need help.

Guests are welcome to attend one or two meetings to get acquainted with HAAUG, but participation in certain presentations and activities may be limited.

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HAAUG wishes to thank HAL-PC for providing HAAUG with Internet service.

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SIG Coordinator: David Scheuer

Boutique: Amy Denton

Ad Manager: Peter Gingiss (acting)
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Vendor Coordinator: Rex Covington
Volunteer Coordinator: Peter Gingiss

Apple Barrel Publishing

The Apple Barrel was produced by a committee including Elizabeth English, Manley Mandel and Bob McGuinness, led by George Sroka on various Macs running PageMaker, among other things. April Enos designed the logo in the masthead.

Mac and Apple SIGs Wanted

Volunteers who have ideas for SIGs to run, please contact David Scheuer at (713) 464-1228 or send e-mail to david_scheuer@haaug.org.

Articles Needed - All Flavors

Send any articles to the Apple Barrel Drop on HAAUG Heaven or e-mail them to apple_barrel_drop@haaug.org.

Linux: Big, complicated, powerful*Continued from page 1*

it on the Internet. Others were interested in the idea and, after many hours of effort, they had the start of an OS—their very own OS.

Since so many people contributed to Linux, the original author published it under a license that made it free. For Linux, “free” means “freely available for others to look at, learn from and use to improve the software world.” People can charge money for copies of Linux, but the fee is usually reasonable. The revolutionary Linux license provides free access to the software and the source code behind it.

The license also says that if anyone wants to change Linux for their own use, they must provide their changes to the entire world for free. This was to protect Linux, to help it grow, and keep it free forever, which is a pretty cool and unselfish idea. (There may be some hope for the human race yet.)

Linux is available in its basic form. It is also available as collections of Linux software with other free software and software that different vendors have created to make it easier to install and use. These collections are distributions, or “distros” (pronounced

like disco), for those of us who do not want to type distribution all the time. These distros are still available free from the Internet, but they are probably worth the low cost. All distros have Linux. The biggest difference is what other software comes with it. Most distros use the software from GNU (www.gnu.org) or other free software sources that have been around for years. Generally, the more a package costs, the more you get. Some distros are targeted toward security. Most have their own install program.

An install program is not absolutely necessary, but you will probably want to use one because it makes the install go more smoothly. Even though these are all together, there needs to be a way to ensure that all the pieces end up in the right places. Some Mac programs have a control panel installer that puts the control panel in the right place. Each Linux distro may have its own package installation program.

The Red Hat or “rpm format” is the most popular, but not the only choice. Each distro is designed for a different Mac. If you have a 68K Mac (those before Power PCs), you can use the Debian distro. If you have the 6100, 7100, or 8100 you can use a different

Debian distro or the one from MKLinux. For those with PowerPC Macs after the 8100, you can use the Debian or LinuxPPC. You will need at least 32 Meg of RAM (the more the better) and at least 350 Meg of hard drive space with a 1 Gig drive being the best choice. It is much easier to install software you may never use at the beginning than to install something later, at least for beginners.

Even though Linux is priced for anyone, it is not intended for the faint of heart. The Mac is designed to do everything for you. Linux forces you to do almost everything for yourself. With the icons and menus of the Mac, it is often possible to look for a command or try different control panels until you get what you want. Linux is mostly text based and confusing if not downright complicated. It is possible for a novice to buy Linux and install it properly the first time. However, you will need to know many more details about the stuff inside your Mac than you ever needed to before.

You must install Linux on a hard drive that has at least two partitions on your hard drive. Performance improves if you use two separate drives, but buying extra drives eliminates the cost advantages of “free” Linux. You can partition your main Mac drive into a part for the Mac OS and another for Linux, but you cannot run both systems at the same time. Partitioning a drive destroys any data on it. So unless you’re willing to format your hard drive, it is easier to use a separate drive for your Linux installation. If you do buy a hard drive specifically for Linux, try to get one with the fastest access time you can afford. Linux will respond better with faster drives (OK, the difference is small for casual users, but significant if you use it seriously).

Here are a few web references for more information on Linux:

<http://www.linuxcentral.com>
<http://www.mklinux.com>
<http://www.linuxppc.com>.



Everything old is new again Jonathan Magnus, HAAUG's Vice President for Programs, demonstrates Aladdin's Flashback at September's General Meeting. Flashback enables Mac users to revert to a previous configuration on their computers. — photo by David Scheuer

Mac OS X Compromise*Continued from page 1***The costs of being different**

Which brings me back to the Mac. The Mac was and is better for users and productivity. And while it is my preferred platform because it is better, for many users it is just not better enough. Part of this is ignorance, part of it is close-mindedness (they've learned one platform, and are unwilling to consider any other), but some of it is valid. It is certainly better enough for some tasks, but there are costs to being different.

The same for Unix. As a programmer's OS and a server OS, it is certainly a power to be reckoned with. But try to get your grandmother to use it, and you'll bash your head into its limitations (and lousy interface) very quickly. For some tasks it is better, but so far, for the mainstream, Unix has never been better enough. Even now, while the number of Unix boxes is increasing, I suspect if you were to actually evaluate what it is being used for, you'd find very few productivity machines in the mix.

Windows (and DOS) won by being the big compromise. Anyone who uses Windows and another operating system regularly will admit that Windows has many shortcomings. It isn't as easy to use as a Mac, and nowhere near as elegant. It certainly isn't as versatile or open as Unix. But it started on top (thanks to IBM's name and money, and sheer number of PCs that came with it) and it has stayed there. Microsoft's strengths have always been in two areas: determination (follow-through) and pragmatism. Despite the areas where Windows falls short, it is almost always close enough to the mark to keep people using it. And it's seldom so bad that users will justify the costs of change.

Historically, while Apple (or other companies for that matter) was designing the perfect "X," Microsoft would do something 60 percent as good in 20 percent the time and beat them to

market. Then, over the following few years, Microsoft would continually evolve the technology until it was closer to being 80 percent as good, and usually stop there. While it has hardly ever been "as good," Microsoft has seemed to consistently find the level where it is "good enough."

The big compromise

When the Mac was designed, and something wasn't done right, Apple would do it new and do it better. A highly technical example might be the filing system. When Apple wanted to ensure that icons, position, user comments, color and other elements were part of a file, they fixed it at the root of the problem, the filing system. Apple did a great job, and the fix made the Mac superior to every other system in this area. The tradeoffs were that it took years of effort, and made the Mac nonstandard.

Later came NeXT, which was much more pragmatic. NeXT didn't have the time to do a filing system over, so it just added an abstraction layer to allow the information to be encapsulated in a folder along with the file, and made a folder look like one file/application to a user. This was more a hack, and arguably less elegant at the purest design level, but it was 90 percent as good in many ways, and better in quite a few other ways. Most importantly, it took far less time to implement, and was far less different than the Mac way.

Microsoft took a far cheesier approach with the registry and hidden files, but it got 75 percent of the functionality, and most users wouldn't know the difference unless something went wrong.

Microsoft got what it paid for, and most users have at least some registry problems, Mac users have almost no problems with the way their OS is designed, but lots of minor issues because the Mac way was so different. And NeXT may have struck the right balance. It wasn't so different that it doesn't work well with other systems

(Unix and DOS/Windows), and it was certainly good enough that users didn't have to know much about how the system works.

So the NeXT way worked, took less time to create, was more standard, and easy for programmers and users to understand. The metaphor works, so at the engineering level it compromised in the right places. And this legacy is carried forward to OS X, along with enough of the Mac way to keep Mac applications working.

What is OS X? Basically it is the compromise of putting NeXT's OS (and Unix) along side parts of the Mac OS, with just enough new stuff to keep it interesting and better (at least in some ways) than either of the two. Both Mac OS and NeXTStep did at least some things better, but the compromises in OS X are good enough that they will keep most users happy. Now users have an OS that can run most of their old Mac applications (often geared toward productivity, publishing, content and graphic arts), new Mac applications (that take advantage of modern features), slightly redesigned NeXT applications (often tailored toward vertical solutions), and slightly redesigned Unix applications (often oriented toward serving or programming). This seems like a good set of compromises to me.

More compromises

There are many behaviors in OS X that make longtime Mac power users feel angry, or feel they are losing an old friend. They have a point. Many of the things I liked best about Mac OS are not quite as good in OS X. OS X features feel like they are designed by people who think they know the Mac OS, but really don't quite get it.

Basically, NeXT people are running Apple, and they have a different view of the Mac than do Mac users. Most of the features are quite close to "as good," with advantages in some ways. And while OS X is not always doing things in the best way possible,

it is usually doing things well past good enough, and often in a manner far superior to the Windows or pure Unix way.

There are dozens of examples of this. Some Mac programmers complain about superior APIs (application programming interfaces) that they've lost, like OpenTransport's Streams for the more popular but inferior sockets, or about the loss of QuickDraw 3D for the lower-level (and lacking as good a transport mechanism) OpenGL. In both cases, the new Apple chose the more standard way of doing things, and in many cases just decided that many "betters" just weren't better enough to justify being different.

So the Mac gains more games, more quickly, at lower cost because it is easier to port to. And the Mac gets more utilities because there are many more of them written to work with sockets over streams. Again, a big compromise, but probably the right one. And this isn't to say that there are no areas where Apple did choose to be different or nonstandard; it is just that they are picking their battles, and many would say more wisely.

From an interface level, even more Mac-lovers are losing features they loved, and some things are going backwards. As a Mac power-user, I can't say I'm thrilled with the Dock. In many ways, the older Application Menu and popup folders were more versatile. Not to mention things I've lost in the betas of OS X, like spring-loaded folders, the Apple menu, and so on.

But it remains that the compromises aren't all bad. The Dock is easy to teach to new users. It is also much more Windows like, so Windows users can migrate to OS X with less effort. And the compromises aren't done poorly; OS X's Dock behaves far better

than the Windows dock. There are transitions to help users, and a balance between efficiency of being able to see it all, and magnification for things that you are looking at, and so on. So Apple decided that the Mac way of having three or four behaviors (slightly better or not) to perform the same function as a Dock, just wasn't "better enough" to justify the difference.

If Apple's goal is to make only long-time Mac power users happy, then it has made the wrong choices. But if the goal is to make many more users happy—including new users and

If Apple's goal is to make only long-time Mac power users happy, then it has made the wrong choices. But if the goal is to make many more users happy—including new users and those from other platforms—then Apple seems to be making the right choices.

those from other platforms—then Apple seems to be making the right choices.

Again, Apple isn't compromising everything, it is trying to add value where it makes sense. It has transparency support at the lowest levels of the graphics system, so Apple is trying to add it to the interface to increase value and sex appeal. It is making icons much more versatile, with dynamic sizing, larger supported sizes, and the ability for an icon to show context and content. These are all wins, and Apple is in a better position to achieve them because of the time and money saved in compromises elsewhere.

Conclusion

In many ways, OS X is the death of the old Apple and the old Macintosh. Few behaviors or details that I've known and loved for 16 years have been lost. But OS X gains new behaviors, and my applications will be brought forward because of them. New applications will come to my new platform of choice as well, and they will be far more powerful because of the new foundations. Unix programmers will be able to use a more mainstream

platform because of OS X. Mac programmers will still be able to do what they do best, and Windows users and programmers will probably feel less alienated on OS X.

There will be more noise as the transition to OS X goes on, but the new Apple and the new Mac will get through it. More users and applications will come to the platform because of the changes. In a few years, no one will remember what all the noise was about: they will be too busy just using their computers to get work done. Most impressive of all, these compromises

show that Apple will do whatever it takes to stay on the cutting edge, add functionality to systems and add value in key ar-

reas where it makes sense.

So the new Apple is balancing the tradeoffs. OS X still has a long way to go, but Apple is doing everything necessary to get there. OS X is not even close to finished, but already it shows more promise to me than Be or Linux, the old Mac, or any of the more "pure" approaches. It already does many things better than those pure choices, and is still better than Windows.

OS X applications will not only be more productive and sexy than on some other platforms, but will also be similar enough that others will want to come over and try it out and strengthen the platform, instead of just ridiculing it for all its differences.

I still think of OS X as a big compromise, but I also think for Apple, the Mac and me, it is the right compromise.

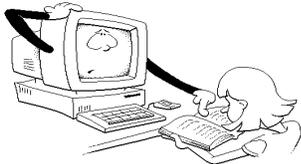
David K. Every is a software engineer and editor of the MacKiDo Web site. He's been playing with and programming Macs since 1984 and can be reached at dke@mackido.com. This article first appeared in MacWeek (<http://macweek.zdnet.com/2000/09/17/0920everycomp.html>) and is being reprinted with the permission of the author.

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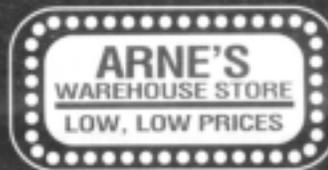
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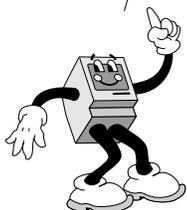
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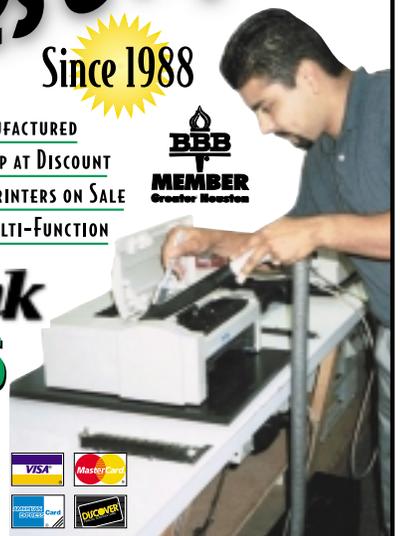
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SIGs...

Special Interest Groups

Schedule for Saturday, Oct. 21, 2000 · University of Houston Underground
as of 9/29/2000 · Check the Schedules at the meeting for latest updates

HAAUG Special Interest Groups are a great way to get the most from your computer and your membership. SIG meetings last about an hour. Plan to attend this month. Check at the entrance for the room assignments and updates of your selections.

Libraries 10 AM - 2 PM

MIKE BROULLIETTE – CASPIAN ROOM

From 10:00 AM until 2:00 PM. HAAUG's Public Domain Libraries offer a wealth of software resources. Mac/Apple II librarian is Mike Broulliette. Prepaid orders are taken for delivery at the next meeting.

9:00 AM

MAC 101

KEN MARTINEZ ATLANTIC ROOM

Prerequisite, owning a Mac or Mac clone: This one-hour SIG is for beginners or those with basic Macintosh questions. Join us with your questions and/or conversation. This SIG is general although hardware oriented. Mac Fundamentals leans more toward system software.

SPREADSHEETS

JOE MUSCARA PACIFIC ROOM

A discussion group in which participants are invited to bring in problem spreadsheets - or upload them to Joe on HAAUG Heaven in advance so he can review the problem. Also, along with the problems, participants hopefully will bring solutions to problems that they have solved.

10:00 AM

APPLE II Q&A & SUPPORT

With the Apple II library. 10:00 AM

APPLEWORKS/CLARISWORKS

JOHN REEVES & WAYNE BOCKELMAN PACIFIC ROOM

We plan to touch on a few items to finish up the Slide Slow in AW 5x, and then segue into using IBM's Via Voice Enhanced Edition (the new one). For Via Voice, AW 6 will be used since it is supported for dictating directly into the version 6, but not 5.

MAC FUNDAMENTALS

JONATHAN MAGNUS – ATLANTIC ROOM

A beginner's SIG that will answer beginners questions. The operating system ins and outs, the built-ins and the add-ons, tuning it and keeping it happy. This general SIG is mainly software oriented, Mac 101 is primarily hardware oriented.

10:20 AM

NEW MEMBER ORIENTATION

JEFF DAVIS (CLUB PRESIDENT) MEDITERRANEAN ROOM

Getting the most from your membership. How HAAUG works to serve you. Meet the Mentors.

11:15 AM

MAIN PRESENTATION

MEDITERRANEAN ROOM

TGS Software will demonstrate its 3-D graphics software. Tickets for drawings for giveaways if any will be given out at the beginning of the main presentation, one to a membership. The actual drawings will be held during the business meeting. You must be present to win.

12:15 PM

BUSINESS MEETING

JEFF DAVIS (CLUB PRESIDENT) MEDITERRANEAN ROOM

The business meeting will be conducted on time even if it means interrupting an unfinished main presentation in order to let SIG leaders and other attendees make it to 12:30 SIGs on time. If the main presentation has more to offer it will resume after the business meeting. Drawings if any will be held at the end of the business meeting.

12:30 PM

FILEMAKER PRO

REX COVINGTON – MEDITERRANEAN ROOM

Learn how to make your database work better.

JAVASCRIPT

? – ATLANTIC ROOM

Jonathan Magnus will be out of the country and will miss the October meeting. He's seeking a one-time replacement, but the status of the October SIG meeting is uncertain at this time. For the JavaScript SIG we have finished lesson 12 of 36 and we're proceeding onward. The book chapters are at <http://www.htmlgoodies.com/primers/jsp/>.

MAC ONE-ON-ONE

VOLUNTEERS AS AVAILABLE – BALTIC ROOM

We will try to have a few experienced Mac users in the Baltic room to meet with people who need assistance either with a Mac or with the club itself. Discussions on a one-on-one basis. Volunteers are more than welcome to join in. You can help if you know the difference between "save" and "save as." If you don't know, come ask.

QUICKEN

CLAIR JASCHKE – PACIFIC ROOM

Come see why this easy-to-use program is the most popular home and small business accounting system going. Always something new to learn.

1:45 PM

DIGITAL WHATEVER

PATTY WINKLER AND LYDA MCGHEE MEDITERRANEAN ROOM

This SIG will focus on manipulating digital images such as digital pictures or scanned/digitized photos. This time probably a little Aquazone just as a change of pace in addition to a little Puzz 3-D, a little Corel photo stuff, and perhaps more depending on time.

INTERNET

LARRY McLOUGHLIN – PACIFIC ROOM

Come get started on the Internet.

MOBILE COMPUTING

JOE KUDRNA – ATLANTIC ROOM

Powerbooks, notebooks, iBooks, Palm Pilots, and more.

STOCK MARKET

DAVID SCHEUER – BALTIC ROOM

This SIG will be devoted to sources of information on the Internet. This will be of interest to people who are active stock investors with Internet access. Follow "The adventures of the Hairy Chested Trader." There is also his widowed disabled mother, Mrs. Trader. This is a newsletter for ourselves in which we attempt to lay out a trading strategy for the month ahead for an excessively aggressive trader and his only slightly less aggressive mother. If you're thinking of proposing a stock for "Hairy" to buy, please let me and/or Elizabeth English know so we can download the price history into our charting programs before the meeting. This is an exercise in both getting data and establishing a discipline for an account.

3:00 PM

SYSTEM OS 9

REX COVINGTON – MEDITERRANEAN ROOM

A special one-time presentation on System 9. Depending on interest other similar presentations such as OS X may follow.

UTILITIES

RICK ROBERTS – PACIFIC ROOM

This special Utilities SIG will feature Tech Tool Pro. Other software as time permits, and other meetings if there is interest on the part of the club membership.

Meeting Dates

The remaining General Meetings of HAAUG in 2000 will be held on the 3rd Saturday of the month:

Oct. 21 | Nov. 18
Dec. 16

All dates are subject to change due to late conflicts. Please make it a habit to call the HAAUG Hotline at (713) 522-2179, log onto HAAUG Heaven for late-breaking announcements or check www.haaug.org.

All meetings are scheduled to be held at the University of Houston.

The next meeting of the HAAUG Board of Directors will be Tuesday, Nov. 7, at 6:30 PM in HAL-PC headquarters at 4543 Post Oak Place Dr., Suite 200, Houston 77027-3103. The Board usually meets on the first Tuesday of each month.

Future board meetings will be: Nov. 7 and Dec. 5.

One-shot SIGs added at 3 p.m.

Be sure to check the 3:00PM schedule for Special Interest Groups because we're extending the day.

Rex Covington will do a special one-time SIG on OS 9. Depending on interest, other such specials may follow. This will be OS 9, not OS X. That may follow later.

Rick Roberts will do a special Utility SIG featuring Tech Tool Pro and more as time permits. Depending on interest, other such specials may follow.

Digital Manipulation will continue to meet at least for the remainder of this year. Javascript may or may not meet this month because the SIG leader, Jonathan Magnus, will be out of town. We're hoping for someone in the group to step forward just this once.



Aladdin software to be given away, discount forms available

Two copies of Aladdin's Spring Cleaning will be given out at the next meeting either through auction or a raffle. We also will have user group discount forms for other Aladdin software such as Stuffit Deluxe, PowerTicker, Intellinews and more.

TGS demonstrates its 3-D Graphics Software

NEXT MEETING: OCT. 21



Happy Halloween

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Houston Area Apple Users Group