

# SMUG NEWS

STANFORD/PALO ALTO MACINTOSH USERS GROUP NEWSLETTER

Vol 12 No.1 • January 2003

## SMUG @ SLAC Is Living History

By Fred Balin

**Before the first Mac...**  
**Before the Apple II...**  
**Before Apple itself...**  
**There was Homebrew.**

In the mid-70s, when the main-frame suits at the IBMs and HPs of the world laughed at the thought that anyone might be interested in a “personal computer” a motley, iconoclastic, and brilliant core of hobbyists, frustrated middle managers, kids, and hackers came together in The Valley to create an open-ended collaboration and knowledge exchange that literally changed the world in which we live.

The organizers of the newly formed Homebrew Computer Club posted a few flyers, then held their first meeting of 32 pioneers in a Menlo Park garage in March, 1975. Among the attendees was a young engineer with a brilliant mind, prankster’s soul, and giant heart by the name of Steve Wozniak. Soon hundreds more, including another Steve, would attend, and the meetings were moved to the larger digs of the Auditorium at the Stanford Linear Accelerator (SLAC) on Sand Hill Road.

The rest is both Apple and computer history as well as the stuff of legend. (*Read Fire in the Valley, Hackers, or rent the PBS documentary Triumph of the Nerds for the full story.*)

In rapid succession, Apple was formed, Woz created his PC prototype the Apple I, and in a spectacular remake infused with the design and marketing genius of partner Steve Jobs, the Apple II opened the personal computer era to public. Apple Computer catapulted to world recognition and the fastest nowhere-to-Fortune-500-climb in history.

A few years later, Steve Jobs saw the future once again. This time on a visit to Xerox Palo Alto Research Center. Xerox’s orphaned research became the inspiration for the next revolution: Macintosh, 1984.



**“Just an ordinary, run of the mill Apple I logic board,” displayed by Allen Baum. Looking from left to right, original Homebrewers, Mike Carlisle, Walt Bryant, George Oetzel, Harry Garland and Lee Felsenstein**

A new wave of creative energy and interest erupted, but this time it was for users as much as hobbyists and nerds. On the Stanford campus, Macintosh enthusiasts filled cafeterias and auditoriums to learn more about the new marvel and formed one of the first Macintosh User Groups. The spirit infected the larger community as well. So much so that Stanford pushed the group off campus, where SMUG, the Stanford/Palo Macintosh Users Group, has found receptive shepherds ever since.

In 2001, we moved our general meetings into the SLAC auditorium and all suddenly seemed right with the world. SMUG @ SLAC: Apple and computer history writ large. Quickly SMUG acknowledged its debt to the historic setting by commemorating the 26th anniversary of the very first Homebrew meeting. It was a special night of history, anecdote, and reunion.

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SMUG new home page  
<http://www.pa-smug.org>  
650 - 286 -7539

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[The Computer History Museum, which participated in the event and lives on this kind of stuff, will be our special guest presenter in February.]

But history also stands as a signpost to the future. So Bill Atkinson, Apple legend for his development of MacPaint and HyperCard for the original Mac has addressed our group twice on his more recent ground-breaking efforts in digital photography.

And SMUG keeps its members up to date on current Mac-related developments. When Mac OS X was about to hit the streets nearly two years ago, Apple's representative took us through its paces. Since then we have heard from several other Apple speakers at our meetings.

We have also enjoyed talks from a host of key developers, including Adobe, Roxio, Dantz, Connectix, Fujitsu, and yes, Microsoft.

In addition, our knowledgeable members host discussions, give presentations, assess products, demo shareware, answer thorny questions, and disseminate scuttlebutt.

We invite you to join us and become part of the continuing SMUG @ SLAC conversation. Knowledgeable members, engaging speakers, wireless access, Mac-heads galore, and a setting steeped in history.

*See you there.*

### SMUG January 13 Meeting Schedule 6:30 - 9:30

- |                    |  |
|--------------------|--|
| <b>6:30 - 6:45</b> | <b>Ask the Experts</b><br>What ails your Mac?                  |
| <b>6:45 - 7:00</b> | <b>Shareware Demos</b><br>Owen Saxton / shareware team         |
| <b>7:00 - 7:15</b> | <b>Election for the Director-at-large post</b>                 |
| <b>7:15 - 7:30</b> | <b>Break / Disk Sales</b>                                      |
| <b>7:30 - 9:00</b> | <b>MacWorld Expo Highlighted</b><br>Stewart Hersey and members |
|                    | <b>Raffle</b>  |

### This is a Special Notice

We really need articles for the newsletter, some months it's almost impossible to fill these pages. Not all the articles have to be *high tech*. You can now e-mail at [bleiler@pa-smug.org](mailto:bleiler@pa-smug.org) or fax me at (650) 948-1400 or bring it to the meeting on disk ( Word or QuarkEXpress preferred.)

*Lorrie Bleiler Editor/Designer*

# The Wonderful Wizard of Woz

by Stewart Hersey



Steve Wozniak and Stewart Hersey

Steve Wozniak spoke at the Computer History Museum (<http://computerhistory.org>) on Dec. 10, 2002 @ Building T-12A Moffett Federal Airfield Mountain View, California. I made advance arrangements with the CHM's Catriona Sweeney to attend the lecture and in particular, the pre-event reception, where I met Woz and was blessed with the opportunity of a lifetime: We posed for a photo together. I walked from the CHM to the lecture hall with Woz and Len Shustek, founder of Network Associates and (unaware of the company I kept, I asked him off-hand, "So, what do you do?"). He responded, "I have a little hardware company..."). Woz, Len and I arrived to a full house, where I spotted Scott and Gayle Spencer sitting quietly in the last row...

Making my way to the front of the room, I chatted with Karen Mathews, CHM VP and the video production crew. Woz spoke about his high school and college days with glee. It was obvious to everyone in attendance that he's just as excited about PC Engineering today, as he was in his youth. He's a prankster who had access to all kinds of parts that his father brought home from work, and put together systems and networks with his childhood friends that even the big boys at HP and IBM could not match. Woz fondly recalled his first do-it-yourself kit, and the many variations he designed and created that followed. He preferred De Anza college to Cal Berkeley because they had a computer room that was freely accessible to the students, and recalled taking a year off, here and there, to develop video games and save up his tuition. He was constantly being threatened with having to pay his school for nightly use of their computer facilities, as he ran them ten times over their annual budget. Woz came up with formulas for smaller chips and better designed chipsets when he was still a kid...

He spoke about raiding the SLAC library for magazine inserts, with which he would send away for computer kits, and upon receiving them, realized he's already built better and faster machines himself. He talked about meeting a shoeless Steve Jobs, and their initial business ventures, when he was still an HP employee. His proposal to HP to build their first PC was turned down, but some senior employees couldn't help noticing that he was way ahead of their own development teams. He recalled being turned down after asking to join HP's first PC design project, which gave him the confidence to chuck his job and plunge full-time into development of the Apple computer.

After the lecture, Woz and I traded emails for a week, as I pursued a commitment from him to speak at a SMUG meeting in 2003. Currently, he's so busy, the only lengthy response I could pry out of him was "I can't answer this specifically at this time. I'm swamped from now until mid-January, and I won't even take time to plan anything new. My desk is covered with the appearances and travel and events I have on the boards, and many important requests. But until the world gets more normal for me I have to pass on everything." Nevertheless, I did not let up. I felt an urgency to receive even a partial "yes" from Woz, and appealed to his sympathy. I wrote, "Just 40 minutes of your time on any first Monday evening of the month between March 2003 - Dec. 2003. No strings attached. We meet @ SLAC Panofsky Auditorium. Several of our regularly attending members may not be alive by next December, tho...This request is from the heart. SMUG's loyal Mac Users are mostly senior folks to whom your appearance would mean everything...."

Finally, on December 18th, he wrote me back with this reply, "The time for an appearance at SMUG is not the problem. It's more a matter of having a bit of free time to consider anything at all. I will certainly find time next year, but I can't schedule anything until at least the middle of January. When I'm so consumed with my various business and personal projects, I occasionally get to the point where I won't take on any new commitments for a while". So, with a heavy sigh, I wished him the happiest of holidays, and let him get back to his work. I will contact him again in mid January. I'm positive he'll remember me.

Woz struck me as a wide-eyed child with a hunger for exploration. He reminded me of the days where I stained the Formica workbench of my basement laboratory with the runoff from a hundred home chemistry set experiments. I yearned to distill a compound reaction that would synthesize a completely new and universally helpful chemical agent. Then, I discovered my father's drum set. The test-tubes and vials crusted over from years of neglect. One summer evening, our house caught fire and burned to the ground, and the old chemistry set was lost forever. Woz inspired me to sift through the ashes of my burnt-out memories and revive that thirst for discovery. Steve Wozniak, the inventor and engineer of Apple PCs continues to be an inspiration to all of us big kids, and to a whole new generation of little kids, as well. He's not only a real life wizard, but a wonderful, compassionate human being. I hope that SMUG will have the fortune to see him back at SLAC sometime in 2003.



## Director's Cut

by Stewart Matthew Hersey

The article can be found at this location:

[http://www.uemedia.com/CPC/article\\_3824.shtml](http://www.uemedia.com/CPC/article_3824.shtml)

## The Time is Now for OS X 10.2

By David Leathers

The current Apple ad campaign called “Switchers” focuses on reasons why PC users should abandon their crusty old Windows boxes and make the move to Macintosh. However, for Mac power users in video, film, graphics, animation, audio, and/or multimedia production, the question of switching systems is more centered around moving from OS 9 to OS X. The question for people who make their living running professional media applications on the Mac, is not if, but when.

The benefits of the new system are potentially huge in terms of productivity and features. But, the new environment is very different under the hood, and some developers have moved faster than others in writing versions of their programs or providing software drivers for their hardware that take advantage of what OS X has to offer. Many media professionals have waited, hoping to make the move when “all” of their main applications are fully ready to rock in OS X. The prospect of switching back and forth between operating systems, even with the functionality of “Classic,” (a version of OS 9 that automatically opens within OS X when an OS 9 application is started up) is cumbersome and not all applications perform as well as they do in OS 9. But, with the introduction OS X version 10.2, AKA Jaguar, things are changing more rapidly. It’s all starting to work better and many new applications are showing up as native OS X. It is now possible for many media pros to make the switch and it looks like the final days of OS 9 are foreseeable for most of us.

The basic concept that makes OS X so powerful is that its underlying architecture is based on BSD UNIX. The UNIX operating system software has powered supercomputers for years, but has always required a significant amount of knowledge to work with competently. OS X combines this functional power with an interface that retains the ease-of-use that the Macintosh is known for.

The first version of OS X was released almost two years ago. At that time, many of the applications that media professionals use were not ready to be released in versions that took advantage of the new OS X’s power. OS

X version 10.2 is the first major revision of OS X. It is generally considered to be a great improvement over previous versions with some deep revisions in core architecture that provide greater support for professional media applications and better performance for both general and professional users.

There are a lot of productivity features and applications within OS X that are too numerous to cover here. Improvements in the general functionality will affect all users. Suffice it to say that once you start to explore the new features, the improvements in networking and communications tools will become very evident. New versions of old standbys, like Microsoft Office, offer new functionality. Apple’s own mail, address, and calendar programs also offer new possibilities. Sherlock 3 opens up new ways to access the web. Compatibility with Windows is greatly enhanced. The list goes on.

However, for professional media users, the advances from Apple and the third-party developers are achieving a critical mass that is truly impressive. QuickTime 6 and the Core Audio functionality built in to OS X 10.2 enable a host of new possibilities.

### QUICKTIME 6

QuickTime 6 introduces the MPEG-4 video codec. The high quality and low bandwidth exceeds the performance of MPEG-1 and 2 in terms of compression. It is an output format that can be used in both narrowband and broadband applications, including the emerging cellular video applications. With the codec residing in QuickTime 6, it becomes available as an additional output option to all video applications that are compatible with QT6. The JPEG 2000 codec is a powerful wavelet-based technology for still images and there is reported to be a motion JPEG 2000 codec in the works that utilizes similar wavelet-based algorithms.

On the audio side, QT6 provides full implementation of Dolby AAC audio, a powerful audio codec that is more efficient than MP3 and provides much higher quality with true variable bite rate (VBR) encoding.

QuickTime Broadcaster is QT6’s live encoding software that enables broadcasting live-to-the-web video and audio in QuickTime compatible codecs, including MPEG-4.

### CORE AUDIO HAL

The OS X Core Audio HAL (hardware abstraction layer) is the integration of many audio functions directly into the operating system. It is essentially a new foundation for developers to create much more powerful implementations of audio technologies in Mac-based systems. Core audio features ultra low throughput latency, and native support for multi-channel sound (surround sound, multi-channel recording and playback, etc.). It also allows multiple applications to share the same audio device on an

assigned channel basis. All audio is handled internally as 32-bit floating point data, providing support for all audio-ophile audio resolutions, including 96KHz and 192 KHz sampling rates. There is also direct support for MIDI, eliminating the need for third-party applications to control MIDI devices. The Audio MIDI Setup provided in OS X is a system wide MIDI setup utility that is available to all audio applications. Finally, there is a new audio plug-in format called "Audio Units." Audio Units will simplify the management of audio plug-ins and is already being supported by a number of developers. Audio Units process incoming audio and deliver it to applications. There is a Velocity Engine optimized Virtual instrument that is compatible with the DLS (downloadable sounds) format. The Mac synthesizer provides control for filters and envelopes.

### DEVELOPERS ON BOARD

Generally, developers have stepped up their pace in providing Pro Media applications. With Photoshop 7, After Effects 5.5, Illustrator 10, Premiere 6.5, and Go Live 6, Adobe has now made all of their major media applications OS X native. Media 100 version 8 is now running on OS X. Avid DV Express 3.5 is also there. Discreet is offering OS X versions of Discreet combustion 2, cinestream 3, and cleaner 6. Alias|Wavefront's Maya 4.5 is providing the highest levels of 3D for OS X. Of course, Apple's own Pro Media applications, including Final Cut Pro 3 and Cinema Tools, and DVD Studio Pro 1.5 are OS X native. Roxio Toast Titanium is now OS X native. Emagic, now owned by Apple, now offers Logic Audio 5 for OS X. Both Digidesign and Mark Of The Unicorn (MOTU) have announced soon-to-be-released OS X versions of Pro Tools and Digital Performer respectively.

OS X drivers are still pending for Pinnacle's CineWave system, which supports Final Cut Pro at up to HD resolution. AJA has demonstrated OS X versions of both its Kona SD and Kona HD video cards, which also support Final Cut Pro and are expected to ship soon. Digital Voodoo has announced OS X drivers for its SD and HD cards. Aurora has announced upcoming support for its "Igniter" video cards, but will not be updating drivers for the older "Fuse" cards. Matrox has not yet announced support for OS X for the popular RTMac card. This list, while far from complete, does indicate that there is very significant support for OS X presently and that it should be a matter of months before almost all Mac-based Pro Media applications and peripherals will be functioning in OS X. at the levels they want in OS X. Some hardware developers are still having difficulties getting their video cards, RAIDS, and other hardware peripherals to perform. This is due at least in part to the huge differences in the new OS and some fundamental changes that effect how external hardware has to interact with the system as compared to the older system. However, these technical issues such as changes in the implementation of command cues and the sizes of average block size transfers will ultimate-

ly be worked out and be invisible to end users.

The benefits of moving to OS X seem to be piling up. I expect most Mac-based media makers to be making the switch soon, if they haven't already. The benefits are going to be enormous and new applications and capabilities will continue to be released for OS X from both Apple and the growing group of third-party developers, making the reasons to move even more compelling for those who are still waiting.

## Time to renew and/or update personal info?

The mailing label on each copy of SMUG News provides a synopsis of what the club knows about its members. Each label displays:

- a 4 digit member number (#9876)
- a mail address
- a membership renewal date  
(eg. 7/1/03 OR "expired" OR "due now")
- a slightly coded version of an email address  
(eg, "jo..ow@e..")

The email example given represents "joeblow@earthlink.net". An email address of "none" implies that the member doesn't have one, or has instructed us not to send email.

If you're currently "due for renewal", your label will tell you this. Your options are to renew at the next meeting — or send a check to SMUG at our address on the newsletter cover. Current annual membership dues are:

<b>Single member</b>	<b>\$45</b>
<b>Family membership</b>	<b>\$55</b>

When renewing by mail, please include a note telling us of any recent changes in your personal information. These changes could also be sent via email to one of the membership people listed in the newsletter masthead.

Fully registered participants in the club's mail list can make changes to their own email addresses by editing their account info within their Yahoo!Groups account.

### Start here:

<http://groups.yahoo.com/group/smugusergroup>

Others will need to contact a membership person for assistance.

## See you where the toys ARE ?

Why do we enjoy technology? Are we just curious about things that seem different and interesting or do we have a need to know and use the “best tools” available. What ever it is we seek to share knowledge at gatherings like user group meetings and expositions like Macworld Expo. As I write, it is on the eve of both the winter holidays and the oldest continuous computer trade-show around. This event held in San Francisco has always been part for the computer industry and part for the zealous enthusiast in all of us.

We explain our passion for “gadgets” to friends, spouses, relatives, and co-workers with words like “time saver”, communication or presentation aids. “These are tools for tasks that we all accept as necessary for communal life in the 21st century!”

Some times the catch phrase “required for the job” suffices; more often than not elaborate proofs, or extensive negotiation is required to obtain devices like laptop computers, PDAs, and assorted peripherals. The most common rational is that the “software we need to use requires this device”. Hence the recommended software specification determines what we seek to obtain. Both Microsoft® and Intel® have been accused collusion for their push-me pull-me marketing practices. Apple, Palm, and the smaller Linux based producers have exhibited similar if less heavy-handed strategies.

Recently the term “quality of life” has been employed to shore-up our arguments for our desired expenditures. This ploy has gained more cache with the convergence of entertainment systems that can utilize technologies spawned by computer and communications industries.

Home theaters and home offices are becoming more popular and more complex. “Bringing the live performance home” is coming closer to reality. DVD players and recorders that are common in both computers and entertainment systems are a prime example. Communications companies are spending billions to convince us that we can communicate and receive entertainment and business data over the same conveyance. We have all been pushed for more bandwidth.

Need more evidence! Firewire technology is providing a means both to convey data and allow encryption of that data that should satisfy both the consumer and the copyright holder. Security for both home and business will also tap our “gadget” resources again as fiber optics comes into greater use. Communications via extraterrestrial satellites is a reality that until recently was Science Fiction. Convergence has become the buzzword for man-

ufactures and retailers. What ever we call it the quest for better, newer, and faster has us seeking that elusive Holy Grail, the ultimate machine, or the “killer application”. I hope to see you at Macworld Expo and the next SMUG general meeting. Bring your curiosity and share your passion for learning .

Frank Smith /*SMUG President*

## New SMUG Web site to be Launched for Macworld

*By James Higgins Webmaster*

Just in time for Macworld, we’re relaunching a redesigned SMUG website. This is the first major update of the site in several years and features a distinctive look and improved navigation.

Over the next several months a series of enhancements will make the site easier to use and more visually appealing. The focus will be on making the site a convenient and efficient way place to find information about SMUG, such as upcoming meetings and archives of prior newsletters.

We have even registered an additional new domain name, [www.smu.gs](http://www.smu.gs), to make the new site easy to remember and find. However, the original domain name of [www.pasmug.org](http://www.pasmug.org) will also remain active and connect to the new site as well.

I would like to take this opportunity to introduce myself as the new webmaster. I will be designing and implementing the new site, and I welcome your feedback and suggestions regarding the site.

Please email your comments to [webmaster@smu.gs](mailto:webmaster@smu.gs).

Until recently, I was the Web Services Manager for Kensington Technology Group, a primary vendor of Macintosh peripherals such as mice and trackballs, and I have over ten years experience in the electronic publishing industry.

I also have my own web development and electronic publishing company, Higgins+Associates. I am also a FileMaker Pro developer, and specialize in connecting FileMaker Pro databases to the web. For more information about Higgins+Associates, visit our website at:

[www.jwhiggins.com](http://www.jwhiggins.com)

## January 2003

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**Monday, January 13**

**General Meeting:**

Panofsky Auditorium, Stanford Linear Accelerator Center (SLAC),  
2575 Sand Hill Road, Menlo Park.

**Meeting:**

*Begins at 6:30pm. See page 2 for details*

**\*Shareware Team meeting** at Owen Saxton's house,  
1442 San Marcos Circle, Mt. View.

Meeting starts at 7:15 pm.

*\*(Ask a team member for the correct date for this month).*

**Wednesday, January 22**

Board of Directors meets at 7:00 pm  
Cafe La Dolce Vita 299 California Ave. Palo Alto.

**Friday, January 24**

DEADLINE for Newsletter articles and Calendar items to be submitted by email to Mike Thornburg <mthorn@rahul.net>.

## February 2003

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## March 2003

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We thought this would be helpful for those people who don't have E-mail. This is the projection of the upcoming meeting dates.

**Please notice that JANUARY 13 is the meeting date because of Mac World Expo.**

Hope this will clear up any meeting conflicts.

**--- IMPORTANT READ-ME ---**

### Security and You

To pass through the security gate on **January 13** you will need:

- **To be on our list of members**  
If your membership has lapsed, send me an email by Saturday, **January 11**
- **aquaman47@mac.com**, to tell me you plan to attend
- **(Of course, err, um, don't forget to pay your dues at the meeting)**

**AND !!!**

***Be prepared to show a photo ID at the gate.***

All guests are welcome as always, but you or they must email me by **January 13** so they can be on the list of attendees to be submitted to SLAC security.

Thanks for your cooperation.

*-Frank Smith*

#### Contributions:

Contributions to SMUG News are always welcome, preferably on disk or via e-mail in a file format readable by QuarkXPress. Files can also be uploaded to the Newsletter Coordinator Lorrie Bleiler at **bleiler@pa-smug.com**

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# SMUG

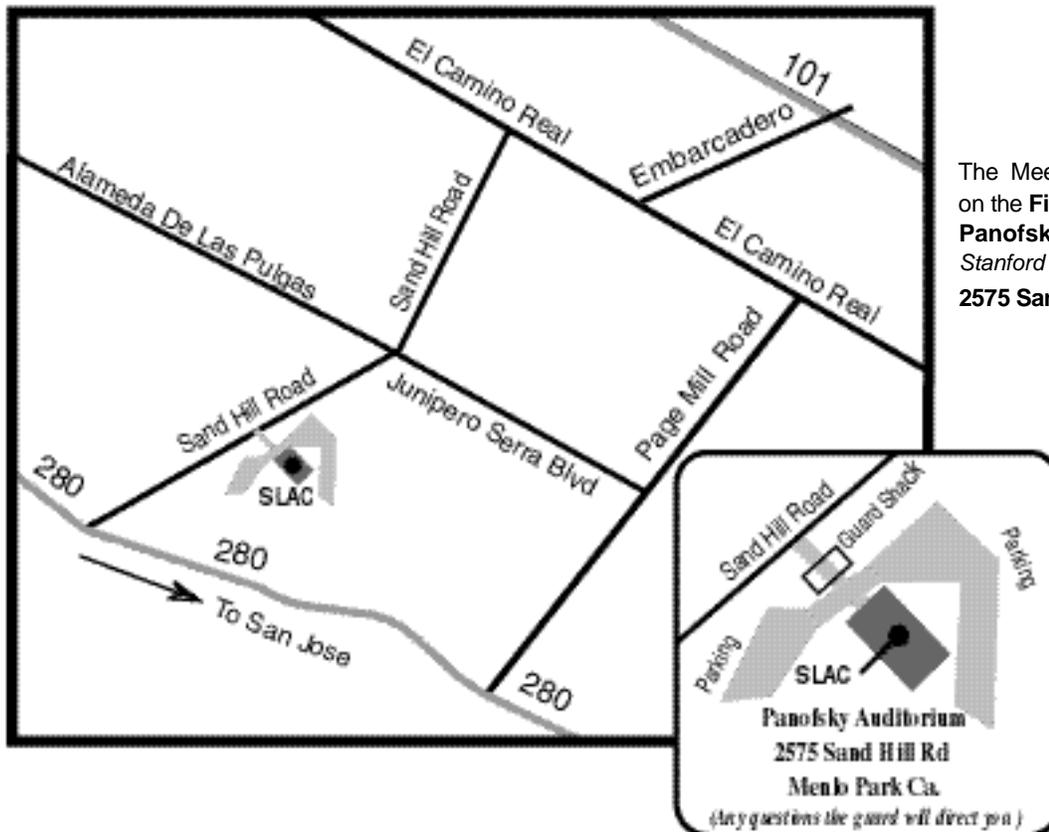
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**Next Meeting**  
**Monday January 13, 2003**  
**in Panofsky Auditorium**  
**Macworld Expo Highlighted**  
Stewart Hersey and members

## Remember This meeting date Change!

The January Meeting date will be on  
**January 13th**  
due to the Mac World Expo.



The Meetings are generally held on the **First Monday\*** of the Month **Panofsky Auditorium**, **Stanford Linear Accelerator (SLAC)** **2575 Sand Hill Road, Menlo Park**