

# SMUG NEWS

STANFORD/PALO ALTO MACINTOSH USERS GROUP NEWSLETTER

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## SMUG Welcomes Computer History Museum Executive Director, John Toole



**John Toole**

On February 3, 2003, the Stanford/Palo Alto Macintosh User Group was delighted to host a presentation and talk given by the Computer History Museum's Executive Director, Mr. John Toole. I met John back in December, when, after joining the CHM as a member and donor, Ms. Catriona Sweeney, a Development Associate with the

Museum, invited me to represent SMUG at the VIP reception for Apple inventor and Wheels of Zeus engineer, Steve Wozniak.

The evening began with a rare, but informative talk by Mac Guru and former SMUG President, Fred Balin, who brought us up-to-date on some of the incredible products and services that Apple now has available for both the average consumer and hardcore enthusiast. SMUG President, Frank Smith chaired the Q&A session that followed. David Aston of SLAC opened our eyes to a myriad of new software developed for OS X during the Shareware section, and Brooks Collins premiered the DVD of the Homebrew Computer Club's 26th Birthday Commemoration, which was organized by SMUG and documented at this link:

[http://www.bambi.net/bob/homebrew\\_reunion\\_article.txt](http://www.bambi.net/bob/homebrew_reunion_article.txt)

John approached the podium and took us all by storm with his captivating words and inspirational multimedia presentation. SMUG members and visitors alike were impressed by the sheer size of the Computer History Museum's permanent collection and archives. He showed us clips from the various computing illuminatii that have lectured at the CHM; among them, the Wizard of Woz, himself. The CHM is so lucky to have acquired their new building at 1401 Shoreline Blvd. in Mountain View, which in itself, is an excellent architectural example of Silicon Valley's computing golden age a la SGI. John was our virtual escort of the new museum building, and proudly displayed artists renditions of future designs for the CHM exhibits. In all, it was a great honor for SMUG to host the Computer History Museum at SLAC's Panofsky Auditorium, which was the original venue for the

Homebrew Computer Club. There was a certain aura in the air...an electrical stimulus that I am positive we all experienced. With John Toole in the house, it was as if we all were participating in computer history, in the making. How lucky we Bay Area folks are to have such a magical and magnetic mecca in our own backyard!

It will be a great honor to participate in the CHM's Apple Celebration, which will be held on *June 7th from 5 to 7 PM, PST.*

More information regarding this commemoration can be found on the Computer History Museum's World Wide Web presence:

<http://www.computerhistory.org/applecelebration/>

*"Apple - The Seeds of Innovation" will be a once-in-a-lifetime event that no Mac enthusiast should miss!*

**Stewart Hersey, Vice President, Stanford Palo/Alto Macintosh User Group**

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

## Smug Contacts

**SMUG Office**  
P. O. Box 20132  
Stanford CA, 94309  
650 286-7539

**WEB Site**  
<http://www.pa-smug.org>

**Club Mailing List**  
[smugusergroup@yahoogroups.com](mailto:smugusergroup@yahoogroups.com)

### BOARD OF DIRECTORS

**Frank Smith,,** President  
(510) 477-0969  
[aquaman47@mac.com](mailto:aquaman47@mac.com)

**Tom Mathieu,** Treasurer  
(650) 494-7760  
[tmathieu@pa-smug.org](mailto:tmathieu@pa-smug.org)

**Rob Ruether,** Director-at-Large  
(650) 856-7418  
[RobRuether@pa-smug.org](mailto:RobRuether@pa-smug.org)

**Julia Huot,** Director-at-Large  
(408) 257-4757  
[jhuot@earthlink.net](mailto:jhuot@earthlink.net)

### NON-BOARD OFFICER

**Stewart Hersey,** Vice President  
(650) 703-8865  
[hersey@pa-smug.org](mailto:hersey@pa-smug.org)

### COMMITTEES

#### Membership

**Ilana Braun,** Chair  
(650) 493-6197  
[ilanab@pa-smug.org](mailto:ilanab@pa-smug.org)

**Scott Spencer** Assistant  
[stspencer@pobox.com](mailto:stspencer@pobox.com)

### NEWSLETTER

**Lorrie Bleiler,** Director-at-Large  
Editor/Designer  
(650) 948-1400 phone and fax  
[bleiler@pa-smug.org](mailto:bleiler@pa-smug.org)

**John Schipper,** Staff Writer  
(650) 493-8048

**Mike Thornburg,** Distribution  
(650) 856-3247  
[mthorn@rahul.net](mailto:mthorn@rahul.net)

**Louis Bookbinder,** News and Tips  
[booky@pa-smug.org](mailto:booky@pa-smug.org)

### WEB SITE

**James W. Higgins,**  
Webmaster/Secretary  
[Webmaster@pa-smug.org](mailto:Webmaster@pa-smug.org)

## The Past As Prolog

### February Meeting Report

by John Schipper



At the February 5 SMUG General Meeting, John Toole, Executive Director of the Computer History Museum (CHM), discussed the development of computer technology in the context of development of human technologies. Stone tools appeared approximately 50,000 years ago; agriculture developed 9,000-12,000 years ago; steam engines were developed by Watt and other circa 1712; computers were applied to military and other practical problems circa 1945; and the Home Brew Computer Club had its first meeting (in Gordon French's garage) in 1975. Special purpose computers and computer procedures were developed by Atanasoff, by von Neumann, Burks and Goldstine, and by Eckert and Mauchly, among others. Some of this history is presented by Stan Augarten in a 1984 book, *Bit By Bit*.

At Mr. Toole's suggestion, I visited CHM at its new location at 1401 Shoreline Boulevard (at the intersection of Shoreline and Route 101, in a former Silicon Graphics building), talked with two CHM representatives, and obtained a fat packet of material that provides more information than I could have hoped for about CHM. The following narrative will mix information from this packet with information provided by Mr. Toole, without attribution.

The CHM began life in Boston in 1979 as the Digital Computer Museum (DCM), in a portion of a building owned by Digital Equipment Corporation, as a place to house and display an extensive collection of modules and computing devices accumulated by Gordon Bell (head of DEC engineering) and Gwen Bell. The DCM later added archives and a library and lectures on computer pioneers. In 1983 the DCM, which had dropped the word "Digital" from its name, relocated to Museum Wharf, with 60,000 square feet of space, in downtown Boston. In November 1984, the Computer Museum (CM) opened its exhibits to the public, including the Whirlwind vacuum tube computer, the SAGE computer room, Gordon Bell's 20-year timeline of major computer inventions, software application and benchmark applications, and the story of development of Cray computers. In 1988, the CM began collaborating with the Smithsonian Museum of Natural History, with a common catalog and common database for both collections. In the early 1990s a Computer Milestones exhibit opened, featuring machines such as the Whirlwind, IBM 360/30, Univac I, PDP-8, Apple 1, Computer Space, Pong, and CRAY-1, among others.

In 1996, a Computer Museum History Center (CMHC) was established in, and part of the collection was moved to, the Silicon Valley in California. The Boston site continued to emphasize exhibits, and the Silicon Valley site maintained archival collections. In early 2000, the CM relinquished its exhibition space on Museum Wharf, and the remaining part of the collection was moved to Moffett Field, near Mountain View, California. Venture capitalist and scientist Len Shustek helped CHM begin on the West Coast and is Chairperson of the CHM Board Of Trustees. In 1999, the CMHC became an IRC 501(c)(3) charitable organization. The CHM has cooperated with the Intel Museum, including loans of collection items. The CMHC's collection of artifacts has doubled in size since 1996. In 2001, the CMHC became the Computer History Museum (CHM), with a "Visible Storage Exhibit Area," a restoration program and a lecture series at Moffett Field. Presently, the CHM

collection includes more than 4,000 artifacts, 10,000 images, 4,000 linear feet of catalogued documentation, and gigabytes of software, shared between the new Shoreline facility and the remaining Moffett Field facility (approximately 119,000 and 22,000 square feet, respectively). Ultimately, the entire collection will move to the two-story Shoreline facility.

The CHM collection now includes artifacts, films, video tapes, photos, documentation and software. The CHM presently has about 20 full time equivalent staff, 75 active volunteers and 150 total volunteers. An associated cybermuseum is being “discussed.” Three lead sponsors of the CHM activities are Hewlett Packard, Adobe Systems and 1185 Design. A special celebration is planned for June 2003.

The November 2002 issue of I.E.E.E. Spectrum magazine included a six-page article (“The Ghosts of Computers Past”) on some of the delightful exhibits available at CHM. These include the Hollerith tabulating Machine (used to tabulate the U.S. 1890 Census in considerably less than the originally estimated ten years), the Wisconsin Integrally Synchronized Computer (originally designed, and partly built, as part of Gene Amdahl’s Ph.D. thesis), the SAGE (part of the North American air defense activity during the Cold War), the Johnniac (developed by Rand Corp., using blueprints supplied by Institute for Advanced Study’s John von Neumann), the Xerox (PARC) D machine (some of whose features “inspired” Steve Jobs at the time some of the early Apples computers were being developed), the C.D.C. ETA-10 supercomputer (super-cooled by liquid nitrogen), the CRAY-3 16-processor machine, the CRAY-2, the CRAY Y-MP, the CRAY-1, and the C.D.C 6600 machine (the fastest computer in the mid-1960s; used by this writer when he earned an honest living as a physicist).

The CHM has established a Hall Of Fellows in October 2002, to honor individuals of outstanding merit. The first four inductees are Charles Geschke (co-founder of Adobe Systems in 1982 with John Warnock), John Warnock, Carver Mead (made pioneering contributions to solid state electronics and VLSI, and founded Foveon; the Gordon and Betty Moore Professor of Engineering and Applied Science at CalTech), and John Cocke (now deceased; made pioneering contributions to information technology and high performance system design). At least ten years must have elapsed since the inductee made the contributions for which the Fellow award is given.

Phase I of the CHM’s current plans include development of a new visible storage area at the Shoreline building, requiring an estimated 2-4 years. Phase II will involve development of several interactive exhibits, games, flexible art works and a gallery that presents a

time line for computer development. The CHM is open Wednesdays and Fridays in the evenings and on the first and third Saturdays of each month.

**CHM can be reached online at:  
www.computerhistory.com. and  
by telephone at 650-810-1010.**

.....  
*Words from the Moof.*



**Julia Huot**

As I moofed around at the 2003 Macworld show looking at the latest and greatest, fastest and slickest hardware and software that Apple has put on display for all of us to drool over, I couldn’t help but be amused.

Why was I amused?

The Macophiles that visited our SMUG booth were touched by our display of the early Macs. I often heard; “Well, I have one of those in my garage or backroom or basement”. We all know that these early Macs aren’t going to perform the latest and greatest, and many of us know that we are some what jaded today with buying into the hype that we must own a computer with all the bells and whistles and more stuff than we could possibly use. And yet, there are those of us who cannot part with our dearly beloved, outmoded, and outdated Macs.

Well, we restore automobiles. We spend thousands of dollars on the restoration and hundreds of hours to resurrect a beat up hunk of junk that will probably be only seen in antique car shows. We drive our new autos with all the latest gear, but many of us can’t help going back in time to what our grandfathers, fathers and mothers owned or our first car as a teenager. I remember when my parents bought their new Hudson.....how many even know what a Hudson is? It will be just like the Hudson auto when you say, “I remember when I bought my little Classic”.

Perhaps, it will take another twenty-five years before the Macophiles drag their early Macs out of the garage or basement and restore their treasurers and have antique Mac computer sideshows. The grandchildren will be amused with stories of early Mac lore; and the kids will laugh when you tell them how thrilled you were when you purchased your 128K Mac with a CRT the size of a small porthole. And don’t forget to tell them how much money you paid for your first sate-of-the art computer.

Be prepared to loan out your dearly beloved antique to your grandchildren for a “show and tell” in their school. And don’t forget the Moof; the dog/cow brought a lot of fun and games to many Apple folks.

*Well, I must be moofing along now.*



# SMUG CD-ROM Winter Quarter 2003

## New Contents

### Audio & Music

Audio Hijack 1.6.5 (OSX)  
Audio In 1.0.2 (OSX)  
Audio Recorder 1.2 (Jag)  
AutoTagX 2.6 (OSX)  
iSpeak It 1.0 (Jag)  
StreamRipperX 1.0.3 (OSX)

### COMM

BoxSweeper 1.0 (Cls & OSX)  
Chimera Chameleon 1.2 (OSX)  
ChimeraBooster 1.0 (Jag)  
ChimeraChanga 1.0 (OSX)  
ChimeraKnight 1.9.2 (OSX)  
ChimerIcon 0.6.2 (OSX)  
Email Magician 2.0 (Cls)  
Fugu 0.9.1 (OSX)  
HTML Creator 3.5 (Cbn)  
ImageEvents 1.4.7 (Cbn)  
ImageEvents 1.4.7 (Cls)  
Ridge 2.07 (OSX)  
Searchling 1.1 (OSX)  
SpeedChimera 2.0 (OSX)  
Web Site Maestro 2.1 (Cls)  
Web Site Maestro X 2.1 (OSX)

### DESIGN & GRAPHICS

PixelNhance 1.5.11 (OSX)

### FUN AND GAMES

American Hangman 2.01 (Cbn)  
BigFoot 2.0 (OSX)  
Change My Image 1.0.3 (Cbn)  
Christi's Tree 2.1.2 (OSX)  
LifeLab 4.0 (Cbn)  
MacPipes X 1.0.2 (Cbn)

### INTERFACE

After Dark X 1.0 (OSX)  
Application Enhancer 1.2 (OSX)  
Classic Menu 2.6.2 (OSX)  
ClearDock 1.2.2 (Jag)  
Cursor Zoom 1.0b2 (Jag)  
Dock-It 1.2 (OSX)  
Drop Drawers 1.6 (Cls)  
Drop Drawers X 1.6 (OSX)  
Keyboard Maestro 1.1.3 (OSX)  
Keyboard Maestro 1.2.3 (Jag)  
Labels X 1.1.1 (OSX)  
LiteSwitch X 1.5 (OSX)  
Nightvision 1.0.5 (Cls)  
Nightvision X 1.0.5 (OSX)  
PhotoCircus 1.06 (OSX)  
PhotoCircus Backgrounds (OSX)  
PhotoCircus Frames (OSX)  
Snard 1.6.1 (OSX)  
Youpi Key 1.7.5 (OSX)

### KITCHEN SINK

BetterAlarms 2.0 (Cbn)  
CountDown 3.1 (OSX)  
iWatch 3.0 (OSX)

QuizMaker Pro 4.23 (Cls)  
QuizMaker Pro 4.23 (OSX)  
Verbos en Español 1.0  
Verbs & Nouns 2.6.2 (Cls)

### MULTIMEDIA

BetterHTMLExport 1.6.4 (OSX)  
VueScan 7.5.69 (Cls & OSX)

### PRODUCTIVITY

BK Task Timer X 2.0.3 (Cls)  
BK Task Timer X 2.0.3 (OSX)  
KoalaCalc 3.1.1 (OSX)  
MathPad 2.6.3 (Cbn)  
PolyRoot 1.4 (Cbn)  
PolyRoot 1.4 (OSX)  
Power Contact 1.2 (Cls)  
Power Contact X 1.2 (OSX)  
RPN Calculator 1.86 (Cbn)  
RPN Calculator 1.86 (OSX)  
Z-Write 1.3.1 (Cls & OSX)

### UTILITIES

Account Buddy 1.3 (Cls)  
Account Buddy X 1.3 (OSX)  
AutoCheck 2.4.2 (Cls)  
Bookit X 3.0 (OSX)  
Carbon Copy Cloner 1.3.1 (OSX)  
Carbon Copy Cloner 2.1.2 (Jag)  
DeLocalizer 1.1 (OSX)  
Disk Watcher 1.1 (Cls)  
EZNote 2.1 (Cls)  
gimp-print 4.2.5-pre1 (OSX)  
iKeeper 1.5 (Cbn)  
iPulse 1.0.1 (OSX)  
Mac Army Knife 2.8 (Cbn)  
Mac Minder 1.1 (OSX)  
Macaroni 1.3.2 (OSX)  
Pacifist 1.0 (OSX)  
Scrapper 0.7 (OSX)  
Synk X 4.0.1 (OSX)  
XRay 1.0.5 (OSX)  
Zingg! 1.1 (OSX)  
Zingg! 1.2 (Jag)

### Stock Contents

#### GRAPHICS

GifBuilder 1.0 (Cls)  
Goldberg 2.3 (Cbn) \*  
Goldberg X 2.3 (OSX) \*  
GraphicConverter 4.1 (68K)  
GraphicConverter 4.5.1 (Cls) \*  
GraphicConverter 4.5.1 (OSX) \*  
Jade 1.2 (Cls)

#### INTERNET

AOL Instant Messenger 4.3.1232 (Cls)  
AOL Instant Messenger 4.5.967 (Cbn) \*  
Better Telnet 2.0b4 (Cls)  
Chimera 0.6.0 (OSX) \*  
Eudora 5.2 (Cls) \*  
Eudora 5.2 (OSX) \*  
Eudora Light 3.1.3 (Cls)

Fetch 4.0.3 \*  
iCab 2.8.2 (Cls)  
iCab X 2.8.2 (OSX)  
Interarchy 6.0.1 (Cbn) \*  
Internet Explorer 5.1.6 (Cls)  
Internet Explorer 5.2.2 (OSX)  
MacSSH 2.1fc3 (68K)  
MacSSH 2.1fc3 (Cls)  
Mozilla 1.2.1 (Cls) \*  
Mozilla X 1.3a (Cbn) \*  
MT-NewsWatcher 3.1 (Cls)  
MT-NewsWatcher X 3.3b1 (OSX) \*  
Netscape Communicator? 4.8 (Cls)  
Netscape Communicator? 7.0.1 (Cls) \*  
Netscape Communicator? 7.0.1 (OSX) \*  
Netscape MRJ Plugin 1.0b5 (Cls)  
Netscape MRJ Plugin X 1.0.1 (OSX) \*  
Niftytelnet SSH 1.1r3 (Cls)  
NiftyTelnet 1.1 FAT (Cls)  
OmniWeb 4.1.1 (OSX)  
Opera 6.0 (Cbn) \*  
Outlook Express 5.0.3 (Cls)  
RealOne Player 9.0 (OSX) \*  
RealPlayer 8 6.0 (Cls)  
Windows Media Player 7.1.2 (Cls)  
Windows Media Player X 7.1.3 (OSX)

#### OTHERS

BBEdit Lite 6.1.2 (Cls & Cbn)  
BBTidy 1.0b9  
DarkSide of the Mac 5.0.6 (Cls)  
Extension Overload 5.9.9 (Cls)  
MacTracker 1.7.2 (Cls)  
MacTracker X 1.7.3 (OSX)  
Mariner LE 3.1.4 (Cls)  
MP3 Rage 5.4 (Cbn) \*  
SoundApp 2.7.3 (68K)  
SoundApp 2.7.3 (Cls)  
SoundJam MP Free 2.5.3 (Cls)  
Tex-Edit Plus 4.1.3 (Cls)  
Tex-Edit Plus X 4.4.1b2 (OSX) \*  
textSOAP 3.2.2 (Cbn) \*

#### UTILITIES

Acrobat Reader 3.0 (68K)  
Acrobat Reader 5.1 (Cbn) \*  
ADBProbe 1.0.3 (Cls)  
Aladdin DropStuff 6.0.1  
Aladdin Expander? 6.0.1  
Andrew's Disk Copy Scripts 2.1.1  
AntiWordService 1.0.1 (OSX)  
Default Folder 3.1.4 (Cls)  
Default Folder X 1.6.4 (OSX) \*  
FinderPop 1.9.2 (Cls)  
PopChar Lite 2.7.2 (Cls)  
PrintToPDF 2.4.4 (Cls)  
SCSIProbe 5.2 (Cls)  
ShrinkWrap? 2.1 (Cls)  
Sleeper 3.5 (Cls)  
Snitch 2.6.7b1 (Cls) \*  
TechTool Lite 3.0.4 (Cls)  
TinkerTool 2.32 (OSX) \*



## Shareware News march Demo

Demo by Bill Maxwell



### PixelNance 1.5.11 (OSX)

PixelNance is a fast and easy to use real-time image processing application that greatly speeds the process of determining the perfect settings for common image processing tasks such as color adjustment and sharpening. The image appear in a unique split- screen window revealing the "before" settings on one side, and the "after" settings on the other. As the user moves the slider bars, the effects are immediately visible. The dividing bar that separates "before" and "after" can be moved up and down, side to side, or diagonally.

**Requires OS X 10.0+. Free.**



### Carbon Copy Cloner 1.3.1 (OSX)

#### Carbon Copy Cloner 2.1.2 (Jag)

Carbon Copy Cloner is a backup/cloning utility for Mac OS X. This version adds many new exciting features such as synchronization, scheduled tasks, creating disk images on the fly, and creating NetBoot and Apple Software Restore-prepared image sets from fully customized installations of Mac OS X. CCC is the most cost-effective, easy-to-use backup solution available for Mac OS X.



### Audio In 1.0.2 (OSX)

Audio In is a simple recording program with an oscilloscope view of the audio input, volume operated recording ('VOX' recording) and scheduled recording. Audio In can record from any CoreAudio compatible audio input device.

**Requires OS X 10.0+. Free**



### Zingg! 1.1 (OSX) Zingg! 1.2 (Jag)

Zingg! is a Contextual Menu that lists all applications that claim to open a given file. You can also configure Zingg! to always include or exclude certain applications. Classic applications can receive special handling. Zingg! offers more functionality than Jaguar's "Open With" menu, allowing you to open more than one item or folders.

**Requires OS X 10.1.5 or 10.2+. Free.**

## SMUG March 3 Meeting Schedule 6:30 - 9:30

**6:30 - 7:00 Homebrew Reunion Video**

**7:00- 8:30 Apple's Product Manager of World Wide Products.**

Danika Cleary will be talking on the i Pod

**8:30 - 9:00 Shareware Demo**

Bill Maxwell/Shareware Team

**Raffle**

**Changes in the order of the presenters for this meeting only.**  
*Shareware will be the last to present and the CD's will be sold after the meeting.*

## Early-Bird Special

### Homebrew Reunion Video

#### Half-hour Segments at 6:30 Sharp

Our March SMUG meeting marks the two-year anniversary of our group's commemoration of the very first Homebrew Computer Club meeting some 26 years earlier.

This group of brilliant, iconoclastic, and humanistic residents of our Valley created the microcomputer revolution and rescued computing from the controlled, monolithic, corporate forces of its day and brought this life-changing technology into our hands and those of our children.

Homebrew was the breeding ground for many of the great digital pioneers of the mid-70s, including the co-founders of Apple Computer. As the Homebrew fever quickly spread and meetings outgrew the narrow confines of local garages, the meetings migrated to our familiar confines in the SLAC auditorium. Here the drama, excitement, and innovation was played out in a symphony of orchestrated chaos that brought out the best in this unique group.

Our SMUG meeting in March of 2001 commemorated the very first Homebrew meeting of 32 pioneers in a Menlo Park garage. Over a dozen "originals" participated as well as other notables who would soon joined the Homebrew ranks. It was an evening of fascinating history, intimate stories, and great fun.

Fortunately for us, Brooks Collins had the foresight to arrange for he and another cameraman to tape the event. He has edited the footage, and we will be showing it over the next four SMUG meetings, in the early-bird time slot of 6:30 - 7:00.

Part 1 will be shown on Monday. It includes my introduc-

*continued on page 6*

continued from page 5

tory comments, original Homebrewer and Computer History Museum exec, Len Shustek's talk on early microcomputers, and clips of Panofsky Auditorium during the Homebrew period.

If you couldn't make it to the commemoration two years ago, here's your chance to be a part of computer and SMUG history. If you were there, come and find yourself within the video.

Looking forward to having you and your friends join us at 6:30.

**Fred Balin**

## SILENT AUCTION

Every month the shareware team helps members sell equipment, software, and hardware they no longer need. Please keep this a success by visiting our tables and bidding on these items. Here is how it works:

1. Bring your item to the next general meeting.
2. Fill out an auction sheet with your name, a description of the item, and a minimum asking bid.
3. Leave the item, the sheet, and say hi to the shareware table people.
4. At the break, go back to the table and check out the bids on your sheet. Pick the person you want to sell to, find him/her, and make the deal. (If you bid, please check during the break to see if you can connect with the seller). Please do not wait till after the meeting, as some team members need to go home and we have to put the table back!
5. You can leave a telephone number on the sheet if that is how you want to be contacted. But the shareware team will NOT make deliveries!

*PLEASE NOTE: We will make every effort to keep your item secure. However we take no responsibility, and theft is your risk alone. We suggest you keep easily stolen items, like SIMM chips, with you and just leave the auction sheet.*

**Sorry, we cannot provide electrical power to demo hardware.**

**We cannot be held responsible for items forgotten by their owners.**

## Adobe InDesign vs: Quark

Alan Felgate from Adobe Systems presented at last September's SMUG meeting. He described several Adobe products including the latest Illustrator, Photoshop, and InDesign applications. We were also fortunate to be given a copy of In Design 2.0 for evaluation and comparison with Quark Express 4.1. (I haven't used Quark 5.0 extensively yet.)

Having used several page layout type programs over the years I started with the Ready-Set-Go, then Aldus came up with Pagemaker. Both of these programs had their drawbacks. When Quark came along it seemed to solve all the problems that plagued people at that time. So everyone jumped on the Quark band-wagon and it's been that way in graphic circles for a long time. Subsequently Adobe bought Pagemaker and Framemaker and I'm sure everyone was going hmmm—what was Adobe up to. Well, Adobe was gearing up for InDesign.

InDesign 1.0 had a lot of problems and many shied away from using it. Adobe persisted however and their new version 2.0 is more up to doing battle with Quark. The problem now is Adobe has to get people to realize what a great program InDesign it is and to convince old die-hards to use it.

First up was the installation process. There is a LOT of code in this baby and I wanted to make sure all of the options would not bomb out the system or the HD. So we installed it on the G3 Blue and White using a duplicate system on a separate HD with a back up copy of some of the previously used applications. Then we took that great leap of faith and hit the install button, and guess what—bingo, it worked perfectly. Wheww!!!

When I first used it I was very excited about all the new whistles and bells. It had some of my favorite features that I wanted in Quark and InDesign addressed them. But my big problem was clients who had tried the first version and were unhappy with it. And, it was difficult to find a print house that was using it. However, you can PDF your file and take it to most places to be printed.

Recently, on February 13th at the Fairmount in San Jose, Adobe gave a seminar on In Design 2.0 to approx. 800 people. It was titled *Less Work, More Flow* and it was free and included a very nice lunch. Alan Felgate was the host and moderator, and one of my favorite authors—David Blatner—who has written many third party books on Quark and other applications was a presenter. David could not say enough about InDesign. He had a bunch of tips and tricks using Photoshop and Illustrator and the unique integration of all three applications.

This is the first of several articles on InDesign and I will let you know more as we do a future issue of the SMUG newsletter using InDesign and also new ID user groups.

/// Lorrie Bleile

## March 2003

Su	Mo	Tu	We	Th	Fr	Sa
						1
2	3	4	5	6	7	8
9	10	11	12	13	14	15
16	17	18	19	20	21	22
23	24	25	26	27	28	29
30	31					

### Monday, March 3

#### General Meeting:

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

#### Meeting:

*Begins at 6:30pm. See page 5 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).*

### Tuesday, March 11

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

### Friday, March 21

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

## April 2003

Su	Mo	Tu	We	Th	Fr	Sa
		1	2	3	4	5
6	7	8	9	10	11	12
13	14	15	16	17	18	19
20	21	22	23	24	25	26
27	28	29	30			

## May 2003

Su	Mo	Tu	We	Th	Fr	Sa
				1	2	3
4	5	6	7	8	9	10
11	12	13	14	15	16	17
18	19	20	21	22	23	24
25	26	27	28	29	30	31

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

#### 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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### --- IMPORTANT READ-ME ---

## Security and You

To pass through the security gate on **March 3** you will need:

- **To be on our list of members**  
If your membership has lapsed, send me an email by Saturday, **March 1**
- **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 **March 1** so they can be on the list of attendees to be submitted to SLAC security.

Thanks for your cooperation.

-Frank Smith

# SMUG

STANFORD/PALO ALTO MACINTOSH USER GROUP

P.O. Box 20132  
Stanford, CA 94309-20132  
(650) 286-7539  
<http://www.pa-smug.org>

**Next Meeting**  
**Monday March 3, 2003**  
**in Panofsky Auditorium**

**Apple's Product Manager of World Wide Products.**  
Danika Cleary will be talking on the i Pod

