

How many universes are there in a multiverse? Heck, let's do the time warp again.

The other day I decided to go for a walk in the universe. You know, it's a pretty big place, and you can spend a lot of time trying to see everything there is to see.

Fortunately I didn't have to take my body along—corporeal existences really drag down your ability to motor around at the speed of light. But even at that, I almost didn't make it back for dinner—although that was because I ran into a few *really* interesting paranormal occurrences that whet my curiosity so much that I almost forgot what time it was.

Well, okay, maybe I *did* know what time it was, but there's still that darn conundrum of space itself. There's just so much of it to see.

Oh, I bet you think I'm talking from some other dimension, but I'm not—at least not at the moment. Sure, sure—you sit there in your ultra high tech world of instant communications, reaching out to any part of the globe with a flick of your browser. Dragging down any old digital thing you want, any time you want. Must seem pretty cool, huh?

Well, let me tell you, you ain't seen nothin until you've seen the multiverse. Yeah, that's right. That oldfashioned notion that there's only one universe, and only one time-space continuum—heck, quantum theory trashed that one years ago.

If you're still thinking that the coolest thing around is sitting in your comfy fully upholstered leather swivel chair, playing with your weeny little browser—well, what can I say? Man, you haven't experienced browsing until you've *been* the browser.

Let me tell you a secret. I used to be just like you—living in the confines of a three-dimensional universe, convinced

that time couldn't stand still, that I'd never know what the speed of light really meant, just stuck in my tired old body forever, or until I die (whichever comes first).

But then one day I was just doodling around, checking out websites, and I happened upon this *really* cool URL called *speedoflight.com*. It had everything I ever

wanted to know about demolecularizing my body, converting thought waves into light waves, attaining a state of pure energy—stuff like that. Sweet.

And it even told me how to locate an infinite number of multiverses, and slow down time, even bend it. Heck, if I wasn't so engrossed, I would have gone for a walk and been back before I started.

This quantum thing is very cool. You don't believe me? Check out that website yourself. Except the trick is figuring out how to get into it, but I'm not gonna spoil it by telling you. You need to get past the sorta tricky screen at the beginning and ignore what you see...but I'm sure you'll work it out. And when you do—hooooee—you're gonna have fun.

Just imagine—no more computer, no software, no Internet at all. Just put yourself into particle form, man, and go!

The great thing about time and space is that it's all relative. Yeah, there was this guy who lived back in the early part of the twentieth century who put the whole idea together—I think his name was Albert, but he looked a lot like Fred Ebrahimi. Anyway, this guy blew everybody away with his radical concepts about the universe, and that set off this whole direction in scientific thinking that got us to where we are today—or at least that's what I heard. But I



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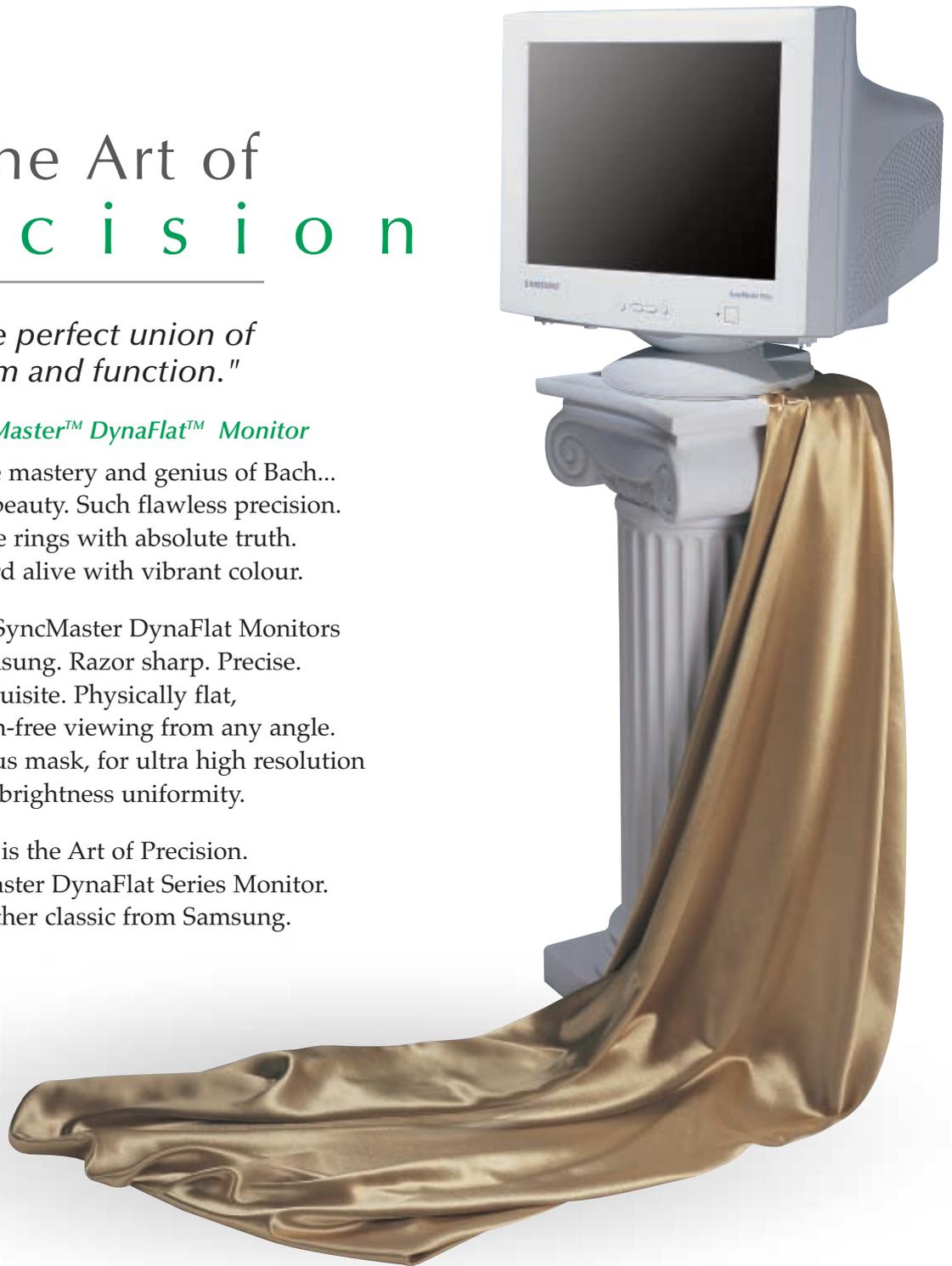
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Publisher's Notes

don't really care about the details, man. I learned how to drive a car without understanding how a combustion engine works. I learned how to surf the Web without understanding how a frame relay works. And I'll cruise the multiverse without knowing a thing about quantum mechanics.

What's that Microsoft BS about "Where do you want to go today?" Ha! If Bill only knew where I've been. Talk about somewhere—I've been to Seybold Boston, and you can read all about it in my Special Report on page 32.

Of course if you're just looking at how to crawl through time and space, start with this magazine. Try the primer on page 10 called *Up to the Cloud*. Seven megabits per second on ADSL? Hey, that's practically standing still. Even with seven hundred and fifty MHz worth of coaxial cable you're still just barely creeping along. I'd use that up in my sleep.

Even if you haven't got the hang of moving at the speed of light, you could still *capture* moving light and turn it into digital video. Bob Connolly and Jason Lee think Apple's got a pretty decent handle on doing that with *iDVD* and *DVD Studio Pro*, and they even explain it in plain English on page 16 in a piece entitled *iDVD and DVD Studio Pro put Apple far ahead of the pack*.

Okay, here's a quick quiz: How long does it take for light to get from the sun to the Earth? Answer: About as long as it will take to feed a roll of film into a Digital Pic kiosk and get your pictures digitized and transferred to CD. Man, that's slow! But page 48 can fill you in faster than I can explain it.

How fast is Mac OS X? Faster than a speeding bullet? Kirby Ferguson wanted to see whether he could burn out his Mac dragging files around his new Aqua desktop, but in a Special Report on page 40 called *Mac OS X: Public Beta 2?* it seems he's not even burning any rubber.

Kirby also likes his PC. I keep telling him that one of these days he'll realize that a PC can't even make the hop to the nearest galaxy, but he keeps coming back with Windows software reviews. This time it's *Xara* and *Ulead PhotoImpact* on page 44. They won't even get him to the edge of the Milky Way.

Carsten Arnold, on the other hand, is my kinda guy—someone who knows how to be in six places at once. Except his technique is to be a systems administrator for a publishing house in British Columbia, which is not nearly as exciting as daytripping to Alpha Centauri. Tell us how you do it, Carsten. I'm too busy, he says, just read *How to be IT* on page 26.

Still don't think there's more than one universe? I have firm evidence. After all, everyone knows that font designers come from another planet, and probably another time warp. And the best of the lot wind up in Canada. And the best one to describe what they're about is Nick Shinn, himself an intergalactic time traveller. When you read *You Set the Scene* on page 22, just think of Nick as he appeared on our last cover. Then you'll understand.

Hmmm...I think I feel an itch to find another wormhole. Where's a stretch of quantum foam when you really need it? 🐛

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