



Interesting Lisa and Related Comments

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Top 20 Small Systems (p55)

Xerox Star: This is the system that launched a thousand innovations in 1981. The work of some of the best people at Xerox PARC (Palo Alto Research Center) went into it. Several of these -- the mouse and a desktop GUI with icons -- showed up two years later in Apple's Lisa and Macintosh computers. The Star wasn't what you'd call a commercial success, however. The main problem seemed to be how much it cost. It would be nice to believe that someone shifted a decimal point somewhere: The pricing started at \$50,000.

Top 20 Small Systems (p58)

Apple Macintosh: Apples R&D people were inspired by critical ideas from Xerox PARC (and practiced on Apple's Lisa) but added many of their own ideas to create a polished product that changed the way people use computers.

Most Important Chips (p75)

Motorola 68000: More than any other, this is the microprocessor that helped establish the GUI. In 1983, four years after its introduction, it appeared in Apples Lisa, a unique computer but a commercial flop that nevertheless paved the way for the Macintosh in 1984.

Top 10 Technologies (p112)

The Mouse: Like God and Man touching fingertips in Michelangelo's Creation, no other peripheral has done more to symbolically link computers with our humanness. Forget touch-typing or even hunt and peck; the mouse provided a way for computers to become accessible for millions of people. The original design dates back to the Stanford Research Institute (SRI) and Douglas Engelbart's 1963 wooden prototype. In 1982, Mouse Systems introduced the first commercial mouse (a three-button design) for the IBM PC. The Apple mouse, originally

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for the Lisa, and Microsoft's mouse, with two buttons, came a year later. Today, the basis structure of interacting with our computers, whether Macintosh, Windows, or Unix, hinges on the mechanical or optical strains of this peripheral.

Top 10 Technologies (p112)

GUIs: The second component of humanizing how we interact with computers, modern GUIs trace their roots to PARC (Palo Alto Research Center) research and the Xerox Star. GUI features introduced successfully in 1984 with Apples Macintosh (e.g., windows, point-and-shoot menus, programs and file icons, dialog boxes, and other now-familiar elements) let us manage our electronic desktops to suit our individual desires.

The 20 Most Important People (p137)

Bill Atkinson: If you knew the Lisa like Bill Atkinson knew the Lisa, then you knew a lot more about the Lisa than most of us wanted to know. But from this scarlet woman, named for Steve Wozniak's daughter [DTC: I believe this was Jobs' daughter. See Owen Linzmayer's book "The Mac Bathroom Reader" p. 79 for a detailed discussion of the origins behind the name Lisa.], came a GUI. Atkinson was the chief wizard behind its graphics engine [QuickDraw]. The Lisa begat the Mac, and the rest is history. Today, as cofounder of Apple spin-off General Magic, Atkinson wants to create technology that he hopes will be welcomed into peoples lives, rather than be a source of stress -- technology like Magic Cap. We also fondly recall that he was the chief designer of HyperCard, the software construction kit that put Mac programming tools into the hands of millions of Mac users.

20 Spectacular Failures (p145)

Lisa: With 1 MB of RAM, 2 MB of ROM [DTC: wrong, 16KB], a 5-MB hard drive, and the first GUI ever seen on a personal computer, the Lisa was a breakthrough machine in 1983. It cost \$10,000 and crawled like a slug, however. When Macintosh arrived in 1984 at \$2495, the Lisa was doomed. In 1989, the last 2,700 Lisas were buried in a Utah landfill.

Hacks, Cracks, Phreaks, and Feats (p160)



Despite what you've heard about Apple simply lifting the Xerox Stars interface, every detail of the Mac's interface was discussed, experimented with, and agonized over for months. Some aspects were inherited from Apple's failing Lisa. Steve Jobs offered suggestions and vetoes.

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