



SONOMA VALLEY  
COMPUTER GROUP

The Newsletter for Sonoma County's Mac and Windows Users      September 2008      Vol.1 No 9

**SEPTEMBER**      **Create Your Own Movie**



**iMovie for Mac**  
9a.m. - 10:30 a.m.

**Pinnacle Software for Windows**  
10:30 a.m. - noon

Date: Saturday, 9/13/2008  
Time: 9 am to noon

Place: Sonoma Public Library  
755 West Napa Street

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# Sonoma Valley Computer Group

OFFICERS FOR 2008

**President** Beth Pickering  
bethpick@emailx.net  
**Secretary** Kathy Aanestad  
aanestad@vom.com  
**Treasurer** Joan Fabian  
JKFabian@vom.com  
**Newsletter** Kathy Aanestad  
aanestad@vom.com  
**Members-at-Large** George Pick  
gppick@comcast.net  
Elizabeth Palmer  
elizabeth@vom.com  
Jackie Smith  
latblumr@comcast.net  
Dennis Astrubel  
**SVCG Evangelist** Veda Lewis  
lap@vom.com  
**Webmaster** Kathy Aanestad  
aanestad@vom.com

## BOARD MEETINGS

Open to all members. Call 935-6690 for further information.

## MEMBERSHIPS

S.V.C.G. Annual Membership: \$20.  
S.V.C.G. Family membership: \$30  
(residing at same address). Membership renewals are due and payable at the beginning of each year.

## GENERAL MEETINGS

S.V.C.G. meets second Saturday of each month at Sonoma Public Library, 755 West Napa Street; HOURS: Mac: 9AM-10:30AM, Windows: 10:30AM-noon unless otherwise notified. Meetings free; guests welcome.

## ABOUT THIS PUBLICATION

Sonoma Valley Computer Group Newsletter is published monthly by Sonoma Valley Computer Group.

Desktop publishing services donated by: Kathy Aanestad. Call: (707) 935-6690, email aanestad@vom.com. © 2008, SVCG. All rights reserved.

Sponsored by our local ISP, DataProfessionals, on 19480-8<sup>th</sup> St. East.

## MAILING ADDRESS:

Sonoma Valley Computer Group  
PO Box 649  
El Verano, CA 95433

# DONATING USED COMPUTER EQUIPMENT

The URL listed is for the Computer Recycling Center. All of the info needed (and then some) is listed on the site.  
<http://www.crc.org/>

# SVCG UG BENEFITS & USER GROUP DISCOUNTS

## O'Reilly

Members receive a 20% discount on O'Reilly books and conferences. Contact Kathy for the code.

## NEW RIDERS BOOKS

<http://www.newriders.com>  
BECOME A NEW RIDERS CLUB MEMBER. You can save up to 20% on all books every day at newriders.com simply by becoming a New Riders Club Member. Membership is



free and easy. All you have to do is answer a few, short questions in our ongoing, online survey, which you can access on any book page. Don't worry.

All of your information stays with us--we won't sell it or give it away to anyone. After you've filled out the profile, you'll save 20% automatically whenever you log on to <http://www.newriders.com> as a member. It's that easy!

Note that you may use your User Group Coupon Code **ON TOP** of your Club Member savings. Just remember to log in first when making a purchase and then enter the code at checkout as well! Contact Kathy for code.

## PEACHPIT

### JOIN THE PEACHPIT CLUB

You can save 30% on all books every day at peachpit.com simply by becoming a Peachpit Club Member. Membership is free and easy. All you have to do is answer a few, short questions in our ongoing, online survey, which you can access on any book page. Don't worry, all of your information is confidential and stays with us--we won't sell it or give it away to anyone. After you've filled out the survey, you'll save 30% automatically whenever you log on to <http://www.peachpit.com> as a member. It's that easy!

## USER GROUP COUPON CODE

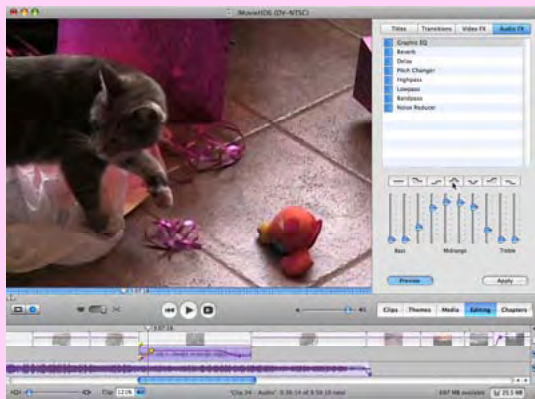
User group members should note that once you've become a Peachpit Club member, you may use your user group coupon code **ON TOP** of the permanent savings you earn as a member of the club. Just make sure you've logged onto the site before

you make a purchase to ensure this permanent discount will be in effect, then enter coupon code (case-sensitive) at checkout! This coupon code is an exclusive offer that may not be used in conjunction with any other coupon codes. Contact Kathy for code information.

# SEPTEMBER TOPIC

## Mac Meeting:

- \* Your Q&A
- \* How to Create an iMovie



Learn how to import images and video, create your movie, and burn to CD or DVD.

SVCG

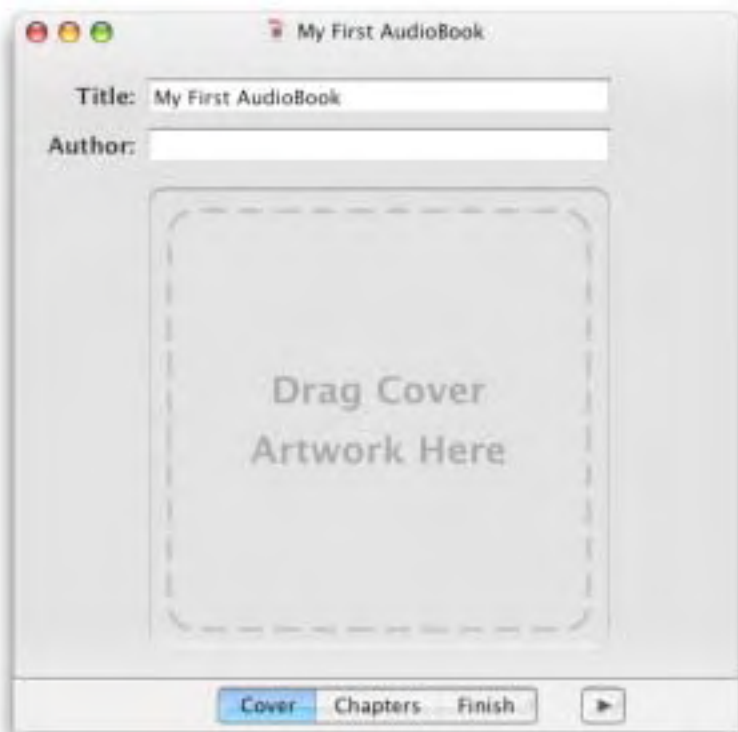
☎ Plugged into Technology 📷

## AUDIOBOOK BUILDER 1.0.7

by Dan Frakes, Macworld.com

Although “Books On Tape” may be a relic of an earlier decade, CD-based audiobooks are still quite popular. But the popularity of the iPod (and other portable media players) has led to a common question from Macworld readers: How do I get my CD audiobooks onto my iPod so everything works correctly? By correctly, the reader usually means getting those tracks to show up under Audiobooks rather than Music, keeping the book’s chapters together, letting you navigate between chapters, and allowing bookmarking.

You can rip your audiobook CDs in iTunes and then spend some time massaging the resulting audio files into formats that work like audiobooks; in fact, we recently explained the process. But that’s a hassle if you’re an avid book listener. An easier—and faster—alternative is Splasm’s Audiobook Builder 1.0.7 ( ; single user, \$10; family pack, \$15). This handy utility automates the process from beginning to end. It also lets you create true audiobook files out of audio files already on your hard drive; for example, tracks you previously ripped from a CD.



When you first launch Audiobook Builder, you create a new Project—basically, a session for a particular book. (The benefit of this approach is that you can stop working on a Project at any time and come back to it later, and you can copy a conversion-in-progress to another Mac.) You choose the audio quality—Low, Normal, or High Quality, or custom settings—and then the format for the resulting audio files. For spoken-word audiobooks, Low Quality is likely adequate; if your audiobook includes music, Medium or High Quality is preferable. The default file format is “M4B (AAC, Bookmarkable),” which, as its name implies, allows iTunes and the iPod (any model since and including the iPod mini) to automatically bookmark your audiobook so you can pick up where you last stopped listening.

The actual process of converting an audiobook has three steps: proving information about the book; importing (and organizing, if necessary) the audio files; and building the book. The first step takes place in Audiobook Builder’s Cover screen (see the image above): you input the book’s title and author—the title is pre-filled with the name you gave the Project, but you can change it if you prefer—and then drag



# YOU MAKE A DIFFERENCE

## Sonoma Valley Computer Group Membership Application/Renewal Form

New Applicant

Renewal

Name: \_\_\_\_\_

Address: \_\_\_\_\_

Home Phone: \_\_\_\_\_

Work Phone: \_\_\_\_\_

E-mail Address: \_\_\_\_\_

Platform:  Mac  PC  Win X P  
 Operating System:  OS Tiger  Win  WinVista  
 OS Leopard  Linux  
 OS X  Win98

Send  \$20 (individual)  \$30 (family) check to: Computer Make/Model: \_\_\_\_\_

Sonoma Valley Computer Group  
 POB 649  
 El Verano, CA 95433

How did you hear about SVCG?  
 class  club member  newspaper  newsletter

I give permission to use this info in the club roster which is for members only

User Level:  Novice  Intermediate  
 Advanced  Expert

an image of the audiobook's cover, if you have it, to the well in the middle of the window. (Unfortunately, you can't copy the image—for example, from iTunes or Amazon.com—and paste it; you have to drop it in.) Cover art you provide here will appear as album art in iTunes and on your iPod.

Click the right-arrow button, or the Chapters button, to move to the Chapters screen. This is where you tell Audiobook Builder where to get the book's audio. For a CD, you simply insert the CD in your Mac's optical drive and then click on Import CD; an Import CD screen (see image at right) will appear with the CD name at the top and the tracks listed at the bottom. (Tip: If iTunes is running when you insert the CD, iTunes will automatically try to locate the CD name and track information from the Internet; Audiobook Builder will grab that information from iTunes and display it here.) If you want each track on the CD to be a separate chapter, choose Import As Individual Files.

After importing the CD, the Chapters screen will display the disc with its total time. Click the triangle to the left of the disc name to view its tracks; click the Show Details triangle to view information about each disc or track; here you can edit names, play any track, and even apply different artwork for each chapter.

One aspect of the CD-import process I found odd was that I expected each track to be imported as a separate chapter; instead, the CD is displayed as a single chapter with the CD's tracks listed as sections of that chapter. To fix this, select the CD in the list and then click on the Split button. (It's also possible to combine tracks/chapters here, as well as to rearrange them; however, unless you've imported a book's CDs in the wrong order, or have some specific reason for editing the tracks, you

can ignore these features.)

If an audiobook spans several CDs, place the next disc in your Mac and click on Import CD again; repeat the process until you've imported the entire book.

The Chapters screen also lets you import audio files already on your hard drive (for example, audiobook chapters downloaded from a Web site) or files you've previously added to iTunes. For the former, click on Add Files and then choose the files to import; for the latter, select the files in iTunes and then click on Add iTunes in Audiobook Builder. Two things to note here. First, depending on how the files were stored on your drive or sorted in iTunes, you may need to rearrange them in Audiobook Builder to ensure they're in the right order. Second, Audiobook



Builder supports QuickTime-compatible audio files; if you have the appropriate QuickTime plug-ins (listed on the Splasm Web site), this even includes unprotected WMA, Ogg, FLAC, and Speex files. Unfortunately, Audible and protected iTunes audiobooks are unsupported (although

those files should already be properly configured as audiobook files).



Click on the right-arrow button, or the Finish button, to move to the Finish screen. You'll see a summary of information about the resulting audiobook file—title, author, length, chapters, and

destination folder. (By default, Audiobook Builder adds the resulting file to a new Audiobook Builder playlist in iTunes and places the file in the iTunes Music Folder; you can change this behavior in Audiobook Builder's preferences.) You can click on Cover or Chapters at any time to return to the respective screen and made edits. Assuming everything looks right, click on Build Audiobook.

After the process of building the file—which was surprisingly fast on my Mac Pro—is finished, the resulting audio file appears in iTunes as a true audiobook. You can then delete the original Project file from your Mac. Note that Audiobook Builder audio files appear in iTunes as “Protected” files; iTunes uses this description for all M4B files, but Audiobook Builder files actually aren't protected and can be edited in any program that supports the AAC format.

One other note: If your audiobook is over 12 hours in length—or a smaller length, if you prefer, set via Audiobook Builder's preferences—it will be split into multiple files, each under that length. This is because, according to Splasm, 12 hours approaches the maximum length of a track the iPod can play successfully.

Audiobook Builder is an excellent tool for getting your audiobooks into iTunes and onto your iPod. If you're a regular listener of audiobooks, \$10 is more than reasonable for a utility that will save you lots of time fiddling with file conversions, merges, and renamings. I've also found it useful—as you can see in the screenshots in this article—for converting children's CDs to chaptered audio files. My daughter has several such CDs with nearly 70 short tracks each that I don't want cluttering up my iPod; instead, I've got a single track for each CD that I can play as an audiobook when she wants to listen, and iTunes and my iPod remember where we left off each time.

Audiobook Builder 1.0.7 requires Mac OS X 10.4 or later and is a Universal binary.

## BEAN 1.3.3

by Dan Frakes, Macworld.com

<http://www.macworld.com/article/135436/2008/09/bean.html?lsrc=mwgems>

If you need more text-editing goodness than OS X's own TextEdit provides, but don't want to splurge for Apple's iWork or Microsoft's Office 2008, consider Bean 1.3.3, an easy-to-use, fast, rich-text editor that adds a number

of features absent from TextEdit. Bean natively supports .rtf, .rtfd, .txt, .html, and .webarchive formats. It also uses the same OS X services as TextEdit to open .doc, .xml, .odt, and .docx files, although, as with TextEdit, some documents translate better than others. (You can see more about limitations with Word files here.)

To my eyes, Bean's interface is cleaner and more accessible than TextEdit's. But it's the additional features that really make Bean unique. When writing, Bean gives you live-updated word and character counts, and a Get Info button provides useful statistics about the current document, including the number of lines, carriage returns, paragraphs, and pages; you can also select text to see the number of words and characters in the selection. And in addition to standard find/replace features, Bean lets you select text by font (style, family, size, or color), highlight color, ruler, or combinations of these attributes, making it easy to reformat matching sections of a document. Bean also makes it simple to match selected text to other parts of your document, and provides a few clever editing commands, such as Invert Selection.

Bean also offers a number of useful viewing options. You get live zoom resizing using a simple slider; a page-layout mode; and a full-screen editing mode. Among my favorite features is one-click access to an alternate-color mode for better visibility in low-light situations; the default scheme is white text on a dark-blue background, but you can choose your own colors. Bean can also display invisible characters, and a floating-window mode forces Bean's windows to float above other programs even when Bean isn't the frontmost program.

Bean's Inspector palette provides easier access to features such as highlighting and spacing than TextEdit's various palettes and windows. While testing Bean, I also appreciated the auto-save feature and an option to automatically save date-stamped backup versions of my documents. And Bean includes an excellent Help system.

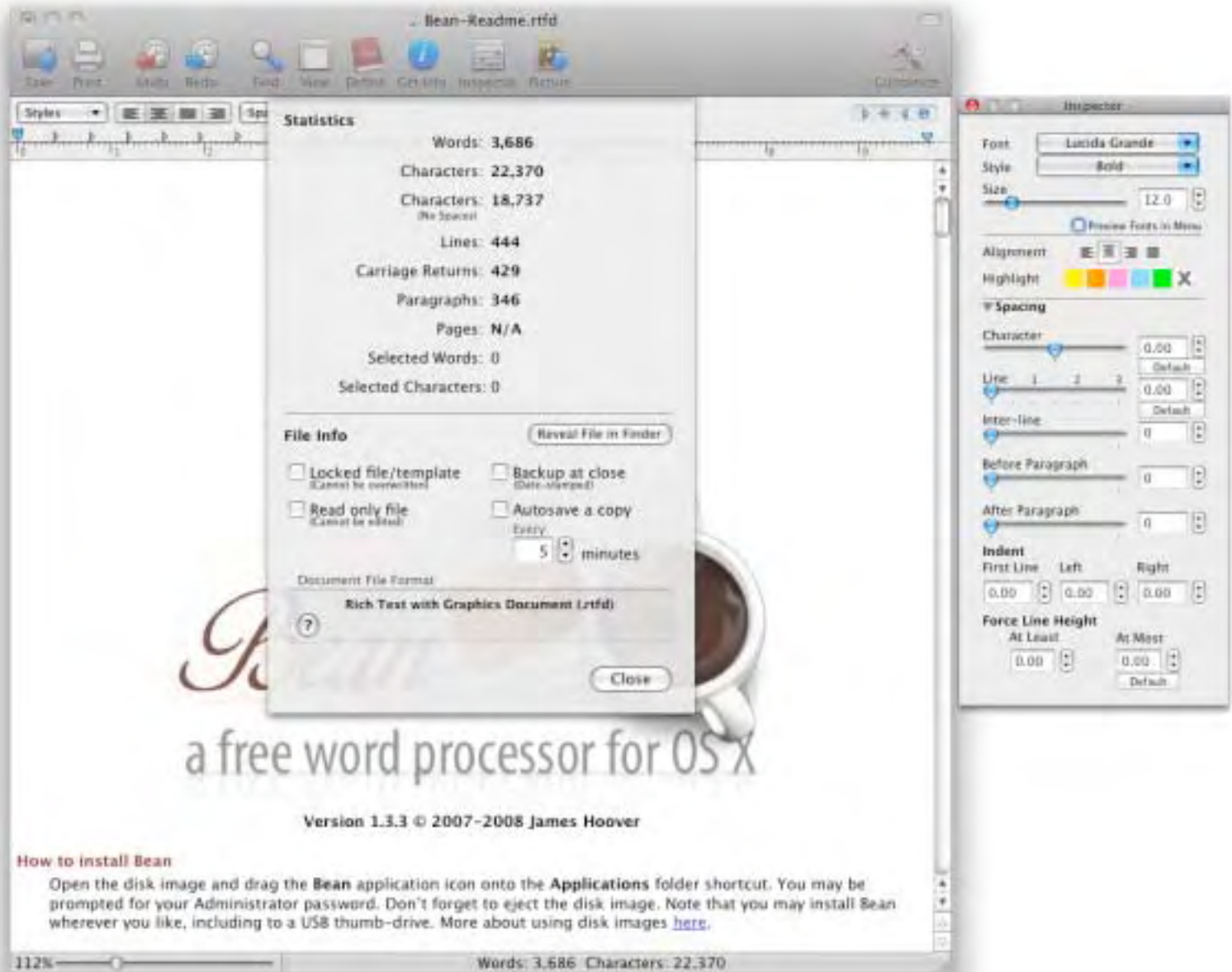
The developer also offers a Multilingual Edition that's localized for Catalan, Chinese, French,

A brilliant text editor!

German, Japanese, Korean, Slovak, and Swedish.

Of course, Bean isn't a full-featured word processor; it's missing such features as footnotes, document links, hierarchical styles, and change tracking. And TextEdit still beats it in a few niche areas such as font kerning. But for most people, it's a good middle ground between TextEdit and something like Pages or Word.

Bean 1.3.3 requires Mac OS X 10.4 or later.



## JERKY SCROLLING FIX

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**Q:** I just retired up my G5 DP machine and bought a 24" 3.06 Gz 2G ram iMac. On the new machine Safari's and Firefox's scrolling, whether with the mighty mouse trackball or the cursor keys is "jerky" or "choppy." Anyone have a clue as to why, or what to do about it?

I am generally not wowed by the performance of this machine. In fact I am mostly disappointed. It has the "hot" new 8800GT vid card from Nvidia, but game performance is average at best, and sometimes unplayable due to vid display anomalies.. What recourse might I have?

**A1:** have you updated the various software applications you use to Intel-native versions? For example, if you simply brought over older versions of applications like Microsoft Office, Photoshop / Photoshop Elements, Firefox, Games, etc that you were using on your G5, I would expect them to run more slowly on your new computer than they did on your old one because they are not Intel-native; that is, they are not written for the Intel processor in your new computer, and so their code must be "translated" from the PowerPC version they were written in as they operate.

The fix is to get the new versions. In some cases (like web browsers) just download a newer version, or ensure that you are using the new version of Safari that came on your new computer. In the case of commercial software (like Office, Photoshop, most Games, etc) you must buy the new versions... Using the new Intel-native version of software can make a HUGE difference in speed (you would particularly notice this with resource-hungry apps like games and graphics-intensive software).

Also - are you trying to run a Windows OS on the new machine, perhaps (using Parallels or similar software)? If you leave this running all the time, it will suck up memory and system resources, slowing down other programs. Make sure you shut this down (not just close its windows) when not in use.

**A2:** I did a similar migration and this is not my experience. What I found is that if the app you are running on the PPC is a universal binary, then it will automatically run in native mode on the Intel. I know this for sure because I actually had one app that would not work after I got the new Intel machine, and I had to actually force it to use Rosetta and then the app worked. I reported the defect to the company and they actu-

ally fixed it, so now it works natively on the Intel machine.

Bottom line - a universal binary has the smarts to run natively no matter where it is installed.

But, if you do have older apps that are not universal binaries, you will want to update them definitely.

## HOW TO DEAUTHORIZE ITUNES

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When I go to buy music a dialogue tells me that I already have five machines "authorized" so I need to deauthorize one to download and play music. I think Apple has this wrong. I know I had one for my old G4 Sawtooth, one for my G5, and one for this machine. I might have had to burn one when I upgraded to 10.5 and had some problems. I forgot to deauthorize my G5 before I boxed it up :-(. How do I work around this?

OK. I was able to fix the iTunes auth/deauth problem by going to the account tab at the Store, where I could deauthorize all computers and then authorize the new one (and any others I might want to reauthorize, up to 5 of course). Thanks for the tip on that.

It is likely that the games I am trying to play may not be universal binaries. The problem is most notable on the original version of Halo for Mac, which I doubt is Intel optimized. i'll have to check if there is some kind of patch to fix it.

Go to: <http://www.macworld.com/article/49193/2006/01/deauthorall.html> to read more about deauthorizing your computers.

## IPOD TOUCH > S VIDEO > FLAT SCREEN TV

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I got a DVI to HDMI cable, hooked my MacBook Pro up to the LCD 32" flat screen tv, and played a slideshow in iPhoto. I mirrored the monitors (display preference on TV side automatically defaulted to

Panasonic, the brand of the LCD- how cool is that?) and it looks a LOT better than from the iPod.

I got a DVI to HDMI cable, hooked my MacBook Pro up to the LCD 32" flat screen tv, and played a slideshow in iPhoto. I mirrored the monitors (display preference on TV side automatically defaulted to Panasonic, the brand of the LCD- how cool is that?) and it looks a LOT better than from the iPod.

**Reply:** As far as I know all the pro-level or higher end Macs have natively been able to utilize screen spanning/ extended desktop for many many years (as long as their was a genuine video output port on the unit. For towers, there had to be either a video card with two outputs or a second video card installed to run the second monitor.) The Powerbook G4 line even made switching from Mirrored to Extended very easy with the simple push of the F7 key. Although you would still have to go to the monitors preferences to designate where in the virtual field you wanted your span to be directed (for natural mouse travel between them)

The consumer level machines (iBook/Macbook/iMac) were limited to mirroring only - although a hack was able to overcome this on some iBook units. It is my understanding that the last two generations of iMacs have been able to use an extended desktop but I don't know if this is also the case with the MacBook.

## ANTIVIRUS PROGRAMS

**Q:** My SAM program is coming up for renewal soon. Is it desirable or necessary to have an antivirus installed for the Mac? If so, which programs are recommended?

**A1:** There are still no known viruses for Mac OS X that have been successful in the wild, so there is no need for antivirus software (and antivirus software is a lousy preventative measure because it can't protect against unknown threats). If you need antivirus software for some other reason (maybe your Mac hosts files that are shared with Windows machines, or it's a company computer that's required to have antivirus software), I'd recommend ClamAV simply because it's free and it doesn't hook itself deep into your operating system the way other antivirus products do (in my experience, most commercial antivirus programs destabilize the operating system by doing this).

**A2:** In fact, from my experience, and from what I've read on the various forums and technical lists I'm on, I'd say installing commercial anti-virus software on a Mac is more or less a wash in terms of the extra "security"

you get vis-a-vis the risk of having destabilizing Bad Things happen to your Mac.

You can find a GUI Mac OS X front end to ClamAV (ClamXav) here:

<http://www.versiontracker.com/dyn/moreinfo/macosx/24449>

I do not run anti-virus software of any sort on any of my personal/business Macs. I run in a mixed Mac/Windows environment in my home office (all the Windows boxen being virtual machines). I've been Macs only since 1986 and more recently with the mixed Mac/Windows environment for at least the last 8 years now and have never had a problem with any sort of malware.

Once every several years, just for grins, I run a scanner like ClamAV. I have never, ever found any malware on any of my systems... yet.

Personally, I think the best things anyone can do about malware are:

1. Do **NOT** go to any non-reputable web sites (something like 70% of the Internet web-based delivered malware come from porn sites -- be smart, avoid them!)
2. On your Mac, **never.... EVER** enter your password unless you are 100% sure why you are being asked for it and you know what the result of entering the password will be (i.e. you are installing CS from Adobe, downloading Software Updates from Apple or some such).
3. Stay up to date with all security patches from Apple and Microsoft.
4. **Seriously avoid** opening email attachments (especially on Windows boxen). I have a policy of not opening email attachments any more. This means I loose a lot of the "humor" and videos my friends send to me. Oh well. If that's the worst thing I'm missing out on in life, I figure I'm doing alright. ;-)
5. **Never** click on a link in an email unless you are 100% sure of its legitimacy (most email programs now help you figure this out, warning you if the link is to a site other what it purports to be).
6. **Never** reply to any suspicious or SPAM email. I don't care how good the offer looks. Skip it. No, you will not make \$1,000,000 or even \$10,000 for helping anybody out. Ever. Won't happen. And no,

you can't get a "free" computer. The Second Law of Thermodynamics (as I apply it to economics ;-) precludes anything from being free.

What have I left out?

Oh yeah, anti-virus programs!

They have their place, but are **HIGHLY** overhyped, especially if all you use is a Mac.

Practice safe computing!

**A3:** How effective is anti-virus software? Well, during the malware class at SSU, one student started with a known virus that was detected by every antivirus program we had, added a single four-byte "push" instruction that didn't change the behavior of the virus in any way...and nothing could detect it!



Considering that there are documented viruses that use far more sophisticated methods of altering their binary code while behaving exactly the same, some going back about 15 years, I don't have much faith in anti-virus software.

**A4:** I have been testing various Symantec AV products for Mac as we use them for work. The Mac versions have been less of a rewarding experience compared to what I run in Windows XP / Vista. The latest NAV for Mac I tested actually was causing kernel panics on my Mac Pro with no particular reason why. I actually ended up disabling real time scanning, disabling the intrusion protection, and disabling scan on mount. Basically, it just sits there, and when I right click something I download I can choose "Scan Now" - and after months, I've never run across anything.

If you follow best practices about where you download from, etc, I'm not sure the value is there yet. If you download lots of open source stuff or stuff from the web, it might be good to have something to scan what you download, but beyond that I'm not sure it's worth the extra trouble at this point.

## WHERE DID THESE RSS FEEDS COME FROM?

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**Q:** I decided to check "bookmarks" while in Safari and voila! I found many, many RSS feeds already there. Some I never would have subscribed to, some I already have alerts on, and still many many more. Way too many to check on every day. I'm not sure how most of them got there!?? I did just download and install the new update for Safari-would that have anything to do with the plethora of RSS's? I run IMAC 20" Intel, refurbished and purchased about 1 yr ago.

**A:** I think some of these come with Safari and if you never got rid of them, that's why they are there.



## CAN DOWNLOADING PDF FILES BE DANGEROUS?

---

**Q:** I have a question about the dangers of downloading from the web. I download programs only from sites where I know the company - such as Smile on My Mac, etc.

However, I DO download PDF files extensively - mostly instructions. Is there any danger of executable malware arriving in a PDF file?

**A:** Theoretically, yes, but it's extremely unlikely.

You would have to download a PDF file that's corrupted in a specific way to trigger a bug in the PDF viewer (either Preview or Adobe Reader) and use that bug to execute its own code. The buffer overflow\* is a good example of this, but it's an unlikely vector these days because the huge amount of publicity that buffer overflows have received over the last several years has compelled most major software vendors to clean up their act and write code that isn't prone to such bugs (although there was one bug in Windows XP SP1 and earlier that could expose a PC to malicious code simply by viewing a malicious JPEG image).

In fact, Leopard has changed its memory management scheme so that memory is allocated in a somewhat random manner, so that when buffer overflow errors do exist, they almost never work (because the attacker has no way of knowing where the data he/she wants to attack is positioned in memory relative to the buffer).

There are a few other potential exploits. For example, Microsoft Office became notorious for macro viruses, because they essentially made it possible for something as seemingly innocent as a Word document to contain arbitrary code that ran as soon as the document was opened, without any security restrictions (the Melissa virus is a classic example of this). I'm pretty sure that Preview doesn't offer any "features" like that, but I don't know about Adobe Reader.

All of the other common exploits I know about are specific to attacking servers, so I don't think they apply here.

\* If you don't know how a buffer overflow works and you'd like to find out, there's a Wikipedia article at: [http://en.wikipedia.org/wiki/Buffer\\_overflow](http://en.wikipedia.org/wiki/Buffer_overflow)

## PHISHING

In July, Sonic.net wrote about phishing. Here is an excerpt:

"Over the last few weeks we have seen a considerable increase in email scam (phishing) messages targeted at Sonic.net customers claiming to be from Sonic.net customer service. These messages attempt to convince customers to send their account information including passwords back to the email originator. Please be aware that Sonic.net will never request your password be sent to us via email, nor will we email you requesting that you verify your account credentials by clicking a link.

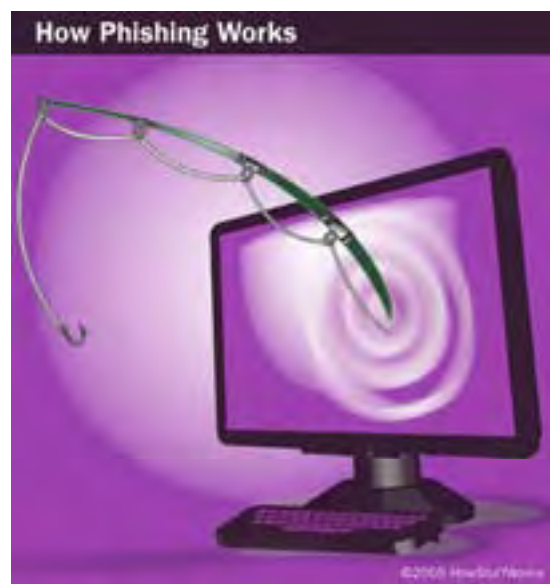
Email is not a secure method to send account credentials, and we encourage our customers not to commit sensitive information such as account passwords, credit card information, SSN#, etc. via email, or any other unencrypted protocol.

We would also like to take this opportunity to remind you that software updates are important and you should make sure your operating system is up to date. On Windows you can go to Internet Explorer, then to the Tools menu, then Windows Update. On Macintosh systems you can go to the Apple menu to Software Updates. Individual programs should also be checked for updates periodically. Most programs have a function to do this, but if not you can check the program's web site. You can generally find a program's web site by opening the Help menu and selecting "About this program."

## WHAT IS 'PUSH'?

"Push" simply refers to a technology that automatically forwards updates from one computer to another, rather than requiring a computer to check for updates every few minutes. MobileMe allows you to make changes to your calendars, address book, bookmarks, and a few other things on one Mac, iPhone, or iPod Touch, and the changes are "pushed" via MobileMe to all of your other devices instantly.

You don't need MobileMe to use push technology on an iPhone. The new iPhone software (which is also available for the first-generation iPhone) supports



Microsoft Exchange, which has offered push technology for years. However, the technology has largely been restricted to corporate environments (an Exchange license is really expensive, even by Microsoft standards), and it only works well with Outlook (Entourage has limited support). Furthermore, while the iPhone now supports exchange, none of the apps on the full-size Mac OS X do (yet). So for most people, MobileMe is the easiest way to gain access to this sort of push technology.

## TWO WAYS TO MAKE A WEB-READY IMAGE

Always work on a duplicate of your original when making changes.

1. With the duplicate file open, choose File > Save for Web. There, click the Image Size tab, type 600 in the larger dimension, and click Apply. Then click Save and give the web duplicate file a slightly different name than the original.

2. If the original image was taken with a high-resolution camera, you may get a warning when you choose Save for Web that the image dimensions are too big for Save for Web. If that happens, choose Image > Duplicate to create a new window that contains a duplicate of the original image. Here you can use Image > Image Size to reduce the number of pixels in the duplicate of the image, and not risk downsampling your original.

**OCTOBER MEETING  
Back to Basics**

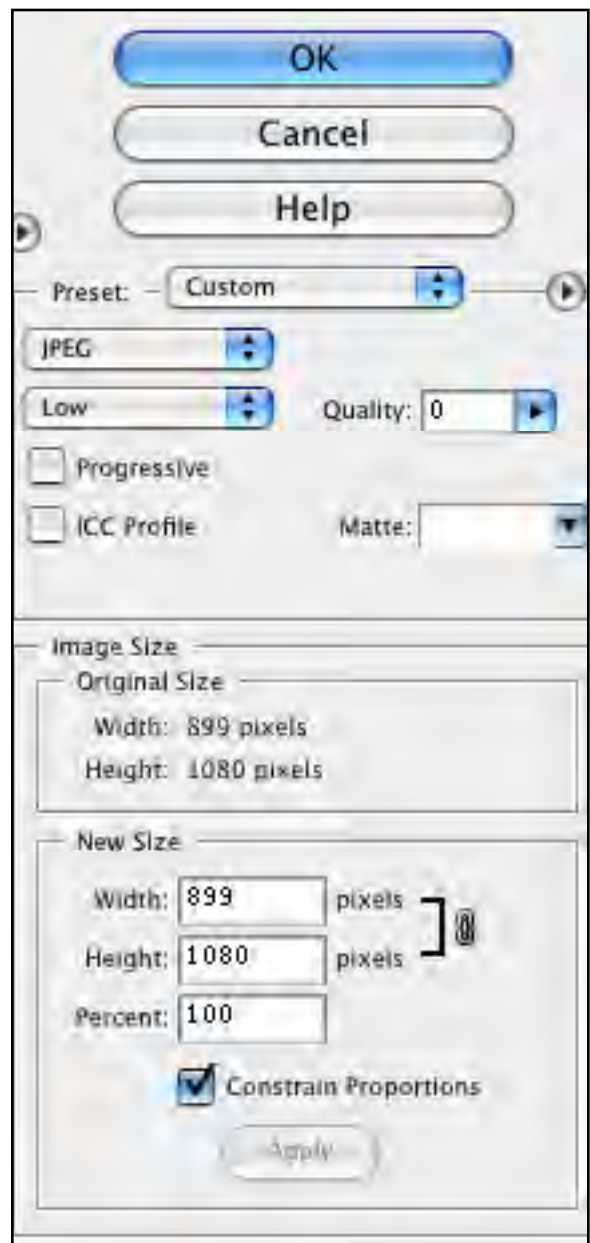
**NOVEMBER MEETING  
Holiday Gift Ideas  
&  
Google Video**

**December Potluck!**

## FREWARE SITES

1) **VersionTracker** If you want the extended services they offer such as update notices then they do charge for that. <http://www.versiontracker.com>

2) **MacUpdate** <http://www.macupdate.com/>  
There are freeware, shareware, and commercial ware listed on their site.



# WEBSITE FOR PAPER AND INKS

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## IT SUPPLIES

Located in Rolling Meadows, IL. Free shipping over \$75.00. Great prices, fast shipping. Their url is: <http://www.itsupplies.com/cgi-bin/itsupplies.storefront/43ef41e20b95b936273f400180140684/Catalog>

# IWEB PHOTO GALLERY FIX FOR FIREFOX 3

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My iWeb photo gallery and slide-shows were broken when viewed with Firefox 3. I had tried the fix previously and it did not

work. A new version of the script to fix it is available now and it works! You can get it here <<http://www.macupdate.com/info.php/id/27819/fix-iweb-and-firefox-3>>. **Apply the fix to your iWeb app.** Open your site and here is an important part - make a change on your pages to force an update. Nudge an object and nudge it back. The page icon in the iWeb page navigator will turn a red color. Save our site and then publish the entire site. This all forces the update to be loaded. After that your site should be fixed.

The problem involves a javascript library called Prototype.js. Prototype was updated recently and the way it implements a library function caused the problem. Mozilla foundation that publishes Firefox has concept of how it SHOULD work in their rendering engine. Apple had applied a trick in the previous Prototype release to do the gallery and slide shows. The update broke this and made Firefox's implementation incompatible with Apples trick. Much about politics in the standards war. Kind of like the big elephant syndrome. The script to fix this replaces iWeb's Prototype library with a patched version to make it compatible with Firefox 3.

# SOME APPS FOR YOUR IPHONE

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**Shazam:** Free. Works on iPhone.

Use your iPhone to find the names and titles of songs

on the radio, CD or TV. With this App you put your iPhone to a speaker and it will find the title and artist name.

**AIM:** Free works on iPhone and iTouch

Chat with friends with friends on AOL, AIM, .Mac or Mobile me.

This AIM tip from MacOSX.com:

With AIM available in the iPhone's App Store, you can now send and receive SMS messages without paying for a plan or individual messages. Also, this will be even better when the notification service works on applications sometimes this fall.

First, download AIM onto your iPhone, then start it up. If you want to send a text message to (617) 555-1212, just send a new IM to +16175551212. You should receive a confirmation message from AOL saying your message has been sent, and the user can reply and you'll receive it on your phone as an IM. Hope this hint saves some people a few bucks.

**AOL Radio:** Free works on iPhone and iTouch

Live radio on your iPhone. Powered by CBS radio with over 200 stations

**Bloomberg** - Free

Follow all your stocks on the Stock Market.

**iPint** - Free

Simulates drinking beer. The iPhone turns into beer flask. Fun.

**Solitaire Top 3** -\$3.99

Three solitaire games including Klondike, FreeCell, and Spider solitaire games.

**Motion XPoker** -\$4.99

Shake the iPhone to roll the dice

**Super Monkey Ball** -\$9.99

A game that makes use of the accelerometer. Fun.

**De Blob** -\$7.99- A game.

# SOFTWARE UPDATES

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**.iPhoto 7.14**

This update contains new holiday greeting card and postcard themes for use with Apple print products. It also addresses general compatibility issues, improves overall stability, and addresses a number of other minor issues.

### **.iLife Support 8.3**

iLife Support provides system software components shared by all iLife '08 applications. This update improves overall stability and addresses a number of other minor issues. It is recommended for all users for iLife '08. For information on the security content of this update, please visit this website: <http://docs.info.apple.com/article.html?artnum=61798>

### **.iWeb Update 2.04**

This update addresses general compatibility issues.

### **.iMovie Update 7.1.4**

This update addresses general compatibility issues, improves overall stability, and addresses a number of other minor issues.

## **ADVICE FOR INSTALLING LEOPARD**

**Q:** My cousin wants to install Leopard on a G5 power PC; 1.8 GHz with 512 MB DDR SDRAM (whatever that means) and 61.17 GB remaining. Currently, it's got OS X version 10.3.9.

He is not very computer savvy (nor am I) and I wonder what whether he should do it himself or hire someone. What warnings would you give him if he were to install it himself. He says the ads say it's easy. True?

**A:** If everything goes correctly, it IS easy. And that G5 system should be able to handle Leopard just fine (although it wouldn't be a bad idea to get more RAM). But things can go wrong, so you should be prepared. Here's what I would do:

1. Get an external USB or FireWire hard disk that is at least the size of the G5's internal hard drive. If you don't have one, you can get them at places like Best Buy. Attach it to the computer before you begin the installation.
2. Boot from the Leopard install DVD. After you choose your installation language, you should be able to launch Disk Utility from one of the menus at the top of the screen (can't remember which one, but it'll be easy to find).
3. Select the G5's internal hard disk, and click "New Image". In the resulting "Save as" dialog, you want to put the image on the external hard disk, set the format to "compressed" (since you won't need to make changes to it later), and you don't need to encrypt it. This will probably take a long time to run.

4. Reboot the computer into its current OS (Panther) and verify that the disk image you created is readable. If you can double-click on it and see an icon for it appear on your desktop, you can be reasonably sure it worked.

5. Shut down the computer completely. Disconnect the external drive, then boot from the Leopard install DVD.

6. Follow the on-screen instructions. The only place where you're likely to want to deviate from the default settings is I think you'll want to do an "Archive and Install", rather than a straight "Upgrade" (the "Upgrade" option oftentimes seems to cause problems).

At this point, you should have a working installation of Leopard. And if anything goes wrong, you'll be able to write that disk image back to the internal hard disk. I won't detail it here because I've never had to do it myself (and I don't want to give you bad instructions), but there's no reason that it wouldn't work.

## **MAC WEB EDITORS**

Mac web editing software options have been growing in the last few years. In this overview I'll leave out text editors like BBEdit and TextMate and focus only on those that insulate the end user either fully or partially from the underlying HTML code. Understanding how to create web pages from scratch with HTML and CSS and sometimes JavaScript adds the ability to customize and expand your options. But it's a steep price to pay if you only need to put up a small web site.

Web site creation tools fall into two rough categories with a fair amount of overlap. Template based editors are generally the best option for the small site webmaster as they use pre-built designs that allow for almost instant content creation and publishing. WYSIWYG (what you see is what you get) editors allow you to design and position all the page elements. Those offer more flexibility coupled with more work and need for design skill.

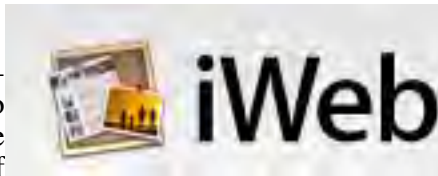
### **Template Based Editors**

Template based editors offer the casual or time-strapped webmaster a shortcut for creating web sites.

Templates or themes are pre-designed, sidestepping the complex design phase freeing you to simply input your content and click to publish or update a site.

## iWeb

Since Apple publishes iWeb it is going to get a lot of press. The main selling point of iWeb is that it lets Apple, or third party, designers provide attractive templates, freeing the end user to add content easily. Design is done by designers and we can create web sites with a minimum of learning and fuss. iWeb is intended to work seamlessly with Apples iApps, which it does. Within this narrow range of expectations, iWeb does what it is supposed to.



iWeb created sites are attractive. Unfortunately, they have some characteristics that make them less than desirable for business use. The main downside to iWeb created sites is that the file sizes of iWeb created web pages are simply too big to download quickly on any but the very fastest internet connections. That fact alone makes iWeb unsuitable for anything but personal web pages.

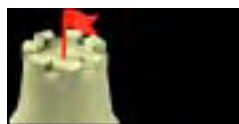
Other shortcomings include an inability to add raw HTML to a web page. Insulating the average user from coding is an admirable goal but makes it impossible to add third party services like PayPal shopping buttons or YouTube videos. Also, an inability to use semantic page elements hurts search engine friendliness.

Cost: Included with new Mac purchases. Part of the iLife Suite

Bottom Line: iWeb is easy to use and creates attractive web sites. It is fine for personal pages that friends and family are willing to wait for.

## Sandvox

Karelia Software's Sandvox shares much of the ease-of-use of iWeb and manages to address most of its shortcomings. Like iWeb, Sandvox offers professionally designed templates on which the end user can create full websites. Also as with iWeb we are given real time views of what the final site will look like as we are working.



But Sandvox goes a bit farther. Pages can be constructed with Pageltes, building blocks of content that can be added via drag and drop. While iWeb offers easy publishing to .Mac and a more complicated export to other

web servers, Sandvox will publish directly to any web server with one click. (prior setup is necessary).

Like iWeb, Sandvox makes inclusion of photos or media files a simple drag and drop affair, as well as offering basic blog features. Also like iWeb Sandvox also offers pre-built design templates. Unlike iWeb, these are not designed by Apple designers and are not quite as polished, though there are more choices. But since Sandvox does not allow any live page design editing the resulting files are of very reasonable size and download speed.

The pro version of Sandvox also allows for raw HTML inclusion, as well as PHP and JavaScript for enhanced functionality. Your web server does have to offer PHP for you to take advantage of this feature. The advanced version also allows for adding HTML tags to the head section of a web page, which helps with search engine friendliness.

Cost: \$49 Standard Version - \$79 Pro Version

Bottom Line: Sandvox addresses most of iWeb's shortcomings, though it costs noticeably more. Some of the included templates are acceptable for small business use. Some are quite fun for personal sites. Though none are quite as polished as iWeb's templates, they are better than anything a non-designer could create.

## RapidWeaver

RapidWeaver is a somewhat different animal from Sandvox and iWeb. At version 3.5 it is much more mature and feature rich. But unlike the other two programs it does not offer a real-time preview of your web pages as you work. Editing is done in a word processing like window and you need to click a preview button to see what the finished product will look like. While I don't consider that a drawback, some do. I believe that separating content creation from design actually frees people from distraction.



RapidWeaver is also a bit more complicated to learn than the other programs, but not terribly so. Basic functionality is easy to grasp without reading the (very good) documentation. Some more advanced editing features, like text wrap around images, require a small bit of digging to uncover.

Like iWeb and Sandvox, RapidWeaver plays well with iPhoto and iTunes, making it straightforward to drag and drop content onto a web page. And also like iWeb and Sandvox, blog publishing, including

podcasting is fast and easy to accomplish. The same is true of web photo albums.

Since the program has been around for a couple of years, independent theme designers have had plenty of time to create new page designs. There are easily over a hundred available at this time and new ones coming out regularly. These themes are sold independently of RapidWeaver but are very inexpensive, running from around \$5-\$20. Some are very attractive. Most are competent and suitable for a wide range of sites.

RapidWeaver is a rich program and has a number of other features like live PHP rendering and the ability to easily mix HTML directly into a page. It also has a plug-in architecture that lets third party developers create add-ons like Blocks, a free-form editing tool.

Cost: \$39.95

**Bottom Line:** RapidWeaver is a very capable web site creation program, fully suitable for the small business owner who wants to be able to build a professional site without learning web design.

## Goldfish

Another template based web site creation program is Goldfish, which also allows for some actual page design customizing.

Goldfish gets around iWeb's large file size by limiting the background image editing functionality and produces web pages of reasonable download size. But the downside of this is that most of the templates available for the program are very basic. Depending on the design skills you bring to the project, that is either a plus or a minus. Goldfish is not just a template based site creation tool but a web page layout program, albeit a very basic one.

Ease of use is excellent. As with all of these programs, integration with Apple's system is straightforward. Code inclusion is also available for easy inclusion of third party web content and services.

Cost: \$34.95

**Bottom Line:** If page layout control appeals to you more than pre-built professional designs, Goldfish is worth a look. It has enough functionality for a range of sites and allows more design flexibility than RapidWeaver



or Sandvox, though fewer other features.

**WYSIWYG Editors** (what you see is what you get)

WYSIWYG editors leave you free to build your own site your own way and take care of the coding part for you behind the scenes. They're what the average person thinks of first for web site creation. They allow for more freedom of creative design expression than the template based programs but leave you to take care of more of the details like internal links and image resizing.

## Seamonkey

[Seamonkey] (<http://www.mozilla.org/projects/seamonkey/>) is the



direct descendent, and most current version, of the Netscape and Mozilla suites of web applications. Seamonkey contains a module for web site editing and creation, called Composer. According to the Seamonkey page:

SeaMonkey's powerful yet simple HTML editor keeps getting better with dynamic image and table resizing, quick insert and delete of table cells, improved CSS support, and support for positioned layers. For all your documents and website projects, Composer is all you need.

It may not be all you need for a large or complex site but Seamonkey Composer is more than adequate for the typical business brochure or personal website. It provides a competent WYSIWYG editor and support for direct code and CSS editing.

Where Composer shines is in updating existing web pages. Navigate to the site in the web browser component, Navigator, select Edit Page from the File menu and the page opens up in full editing mode. If you have the site login information entered in Seamonkey, simply edit the page and click the Publish button for instant gratification.

The editing environment has the full range of text editing capabilities as well as easy image inclusion, and table and link creation.

Cost: Free

**Bottom Line:** Seamonkey Composer is an excellent

tool for updating web sites and an competent tool for building sites from scratch, though its cousin NVU is better suited to that task.

## Nvu

Nvu is another offshoot of the old Netscape Composer component. Nvu is a stand-alone program with versions for Mac, Windows and Linux. Created by the Linspire people. The site claims that Nvu is “A complete Web Authoring System for Linux desktop users as well as Microsoft Windows and Macintosh users to rival programs like FrontPage and Dreamweaver.”



That's hyperbole. Nvu is a very nice WYSIWYG web editing program, though it comes nowhere close to Dreamweaver or Frontpage in capability or polish. It does have an perfectly capable set of features for the one-site webmaster. It is also easier to use than Dreamweaver. The cost of extra features is extra complexity and a steeper learning curve. From the Nvu site:

WYSIWYG editing of pages, making web creation as easy as typing a letter with your word processor.

Integrated file management via FTP. Simply login to your web site and navigate through your files, editing web pages on the fly, directly from your site.

Reliable HTML code creation that will work with all of today's most popular browsers.

Jump between WYSIWYG Editing Mode and HTML using tabs.

Tabbed editing to make working on multiple pages a snap.

Powerful support for forms, tables, and templates.

Cost: Free

Bottom Line: For the non-professional web designer or webmaster, Nvu offers a competent editor at an unbeatable price. While it doesn't require any knowledge of HTML or web coding to operate, a little knowledge would help you make a better site, but that's true of most web design programs.

## Freeway

Freeway is actually two program, Express and Pro, but the Freeway website presents them as one with different versions so that's how I'll address them here. Softpress claims that “Freeway 4.2 is a Universal Application developed to be the fastest, easiest, most powerful way to design and build new websites.” That's close to true if, by that, they mean build from scratch, though, Nvu claims the same thing. Compared to the template based web site creation programs it is quite complicated to learn.



Freeway is a designer's tool, that completely insulates the end user from code. It works very much the same way as a page layout program like InDesign or Xpress and should be pretty easy for people comfortable with those programs to transfer their skills to. If you have good graphic design skills, Freeway will let you exercise them fully.

An advantage that Freeway offers over most web programs is that it has quite capable image editing features built in, especially for graphically displayed text. These features may save you the need to use an external image editing program.

Freeway gives very exacting layout control through either table based layout or absolutely positioned divs. That may give the print designer transferring her skills to the web a warm fuzzy feeling, but makes for somewhat brittle page layouts. Things look great until the end user decides to make the text larger (or smaller), or turns off images for increased download speed. Absolutely sized and positioned page elements are great if the visitor leaves the page the way you designed it, but don't look so nice if the text they are containing is resized. Freeway Pro does offer the ability to specify relative element sizes, which to some extent offsets this problem.

Freeway Express gives users the layout features to create web sites. Freeway Pro offers a more special text effect options as well as a more flexible workspace and CSS layout capability and output options.

Cost: Freeway Express \$99 - Freeway Pro \$279

Bottom Line: For years, Freeway offered the only option between hand coding and professional level and cost web design programs. It still occupies that niche but has some solid competition from the template based programs. If you are a graphic designer

who wants to build an occasional website, or want to really design, not just build your site, Freeway is an excellent option.

## Dreamweaver

Survey a large group of web designers and chances are 80% of them use Dreamweaver for at least part of their work. Dreamweaver is the industry standard.



Does that mean you should go out and get a copy if you want to build a website? Only if you want to become a pro web designer. Dreamweaver is a large, capable and feature rich program that really rewards the designer/developer who knows the field.

Dreamweaver does offer a WYSIWYG design mode that is excellent. It is quite possible for someone with little or no HTML knowledge to use Dreamweaver. But the cost and the learning time involved in getting up to speed with Dreamweaver make every other option described so far more appealing.

Where Dreamweaver shines is as a production tool for large sites or for integrating dynamic content into a website. It has good site management capabilities and very good integration with two other web design standards, Flash and Fireworks. The list of features goes on and on.

Want to use PHP, SQL, XML, CSS, JavaScript, Cold Fusion? Dreamweaver is the ticket. Don't even know what those terms mean? Dreamweaver is overkill.

Cost: \$399

Bottom Line: If you are a professional web designer chances are that you already use Dreamweaver or are a hardcore hand coder. If you are a single site webmaster, consider other options.

## Contribute

Adobe's Contribute is really not a website creation tool but an maintenance one. It is excellent for updating or adding to sites created with Dreamweaver. Like Seamonkey's Composer, it allows you to browse to a web page and edit it in a simple but capable editor. But it won't let you touch the design elements of a page, just the content.

If you are maintaining your own site, Composer is free

and quite capable. If you are working on a company or organization site, Contribute offers some distinct advantages, like version control, locked page elements and backups.

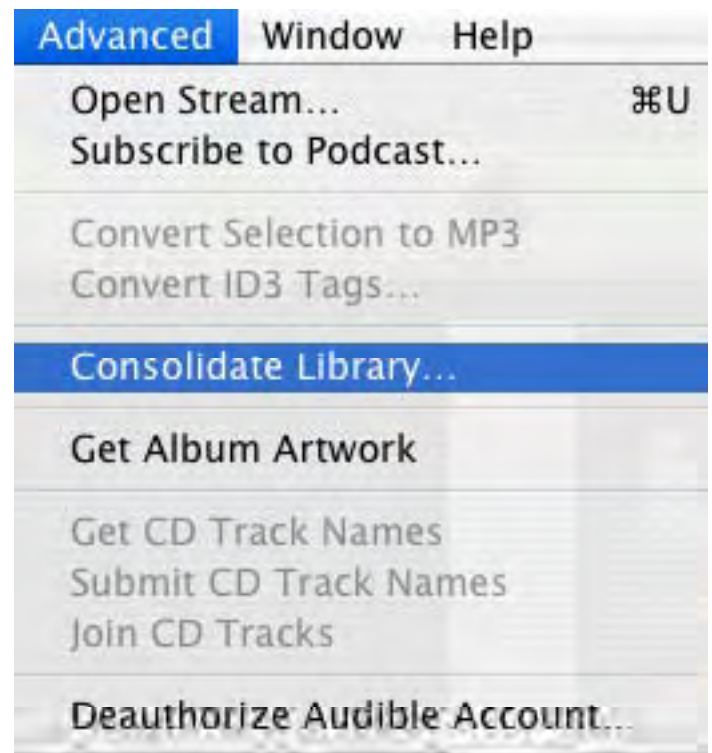
Cost: \$149

Bottom Line: If you hire a designer to create your website but want to maintain it yourself, Contribute will allow you to do so without the steep learning overhead of Dreamweaver.

## ITUNE QUESTION

**Q:** I have an iTunes question. I recently changed my iTunes music library to a new drive. I pointed iTunes to the library on the new drive, but iTunes doesn't seem to have synced it. All the songs say "the original can't be found. Would you like to locate it?" I can't figure out how to get iTunes to link to the library on the new drive. Any suggestions?

**A:** **Advanced, consolidate library**



# FILE SHARING

Q: Why is it that I can connect to my MacBook from my iMac but I can't connect from my MacBook to my iMac? I have used the same connection names listed in the File Sharing and under the Go/Connect to Server in the Menu Bar.

**A1:** Do you have file sharing enabled on **both** Macs? Look at the "Sharing" panel in System Preferences.

If it's enabled and properly configured (which I'm 99% sure it is by default), the "Connect to Server" command shouldn't be necessary; the Macs should be able to see each other automatically, either through the sidebar of a Finder window (at least on Leopard) or through the "Network" view (which is also easily accessible via the "Go" menu).

I can think of two more things to check:

1. Go back to the Sharing panel, select (but don't uncheck) File Sharing, and click on "Options". There should be three main options:

Share using AFP, share using FTP, and share using SMB. I think what you want is AFP checked, and the other two unchecked. (As long as SMB is not selected, you can ignore the list of users at the bottom of the dialog box.)

2. Go to the Security panel, and select the "Firewall" tab. Either "Allow all incoming connections" should be selected, or "Set access for specific services and applications" should be selected and "File Sharing (AFP)" should be in the list below.

If neither of those turn up anything, I'm out of ideas.

In case you're wondering about the different sharing options: you can enable SMB if you want the Mac to be accessible to Windows PC's, and you can enable FTP if you want the Mac to be accessible to legacy UNIX systems.

Note, however, that because of how Windows shares work, the SMB service needs to store passwords in a different format from how Mac OS X (or any UNIX-like system) stores them, which may be considered a (very mild) security risk. And FTP is COMPLETELY insecure because it sends passwords in clear text, with no protection whatsoever against sniffing (i.e. it's way too easy for an attacker to steal an FTP user's password).

**A2:** You can Browse for it in the Go menu from the finder.. I not only see both my Macs, but my wife's Vaio on the network

# CAMCORDER TAPE

Mini DV tape based digital camcorders typically transfer footage into iMovie (or other editing apps) via a firewire connection (also known as IEEE 1394 or iLink.)



Turn the camcorder on, plug the firewire cable in and connect it to the Mac, initiate iMovie and it should recognize the camcorder and assume the tape navigation and playback controls. This should work pretty well for just about any version of iMovie and any standard definition mini-DV tape based digital camcorder and digital 8 camcorders.

If the tape in question is on an analogue medium, such as VHS, VHS-C, or Hi8, there are a few options for digitizing the footage into a DV file that iMovie can recognize and edit.

If the tape is VHS, then it must be played back via a standard VHS machine. The signal outputs can be routed into a digitizing (AV toDV) device such as those made by Pyro, Canopus, Formac, Pinnacle, etc.) Or it can be routed through a digital camcorder that has AV to DV capabilities, also known as Passthrough. (Not all digital camcorders have this feature and they are becoming increasingly difficult to find.) In each case, iMovie should recognize the incoming signal and will digitize the footage as it plays back from the VCR. Another method is to purchase one of the newer dual playback devices that include both a traditional VHS machine AND a DVD recorder into the same unit. Typically, you can play back your VHS tape on one half of the unit while recording it directly onto a recordable DVD on the other half. I generally don't recommend this process but as a last resort due to error prone mpeg2 encoding, potentially overly complex demuxing issues for making the resulting mpeg2 file compatible with iMovie, and generally a relatively poor image quality in the resulting footage when compared to other digitizing methods. (Noisy digital artifacts and blocky pixelation)

If the tape is a VHS-C cassette, one need only purchase a VHS-C adaptor (available at WalMart, Target, or most electronics big box outlets and other 'fine' stores.) and then follow the same procedure outlined for VHS tapes.

If the tape is a Hi8 cassette, it must be played back either through a compatible Hi8 camcorder and then digitized in the same manner as the VHS method

outlined above (on a digital camcorder with passthrough or through a digital conversion box), or it may often be played back through a digital 8 camcorder that is backwards compatible. These are digital camcorders that use the same physical cassette as the earlier Hi8 models, but records in a digital format. Digital 8 camcorders are pretty much out of production (or nearing end of production) and only a small percentage of models offered backwards compatibility. Those that are backwards compatible will play back a Hi8 tape through the firewire port so that iMovie will recognize it and digitize it 'on the fly'. These are very convenient devices to have in such cases.

There are a few other analogue video formats, but due to obscurity and rarity, I won't bother outlining them here.

If the conversion job is just a once or twice thing that doesn't justify the purchase of new equipment to digitize the footage, then a reasonable option to consider is to have the contents converted by a friend who has the necessary equipment, or by a third party outfit that offers such services.



## GOOGLE MAPS ADDS WALKING DIRECTIONS

by Adam C. Engst <ace@tidbits.com>  
article link: <<http://db.tidbits.com/article/9713>>

Though relatively late to the mapping game, Google Maps has become one of the top sites for viewing maps, getting driving directions, and more. Now the Google geeks have added walking directions to Google Maps, eliminating the logic that routes cars the correct way down one-way streets and taking into account pedestrian-only pathways when possible.

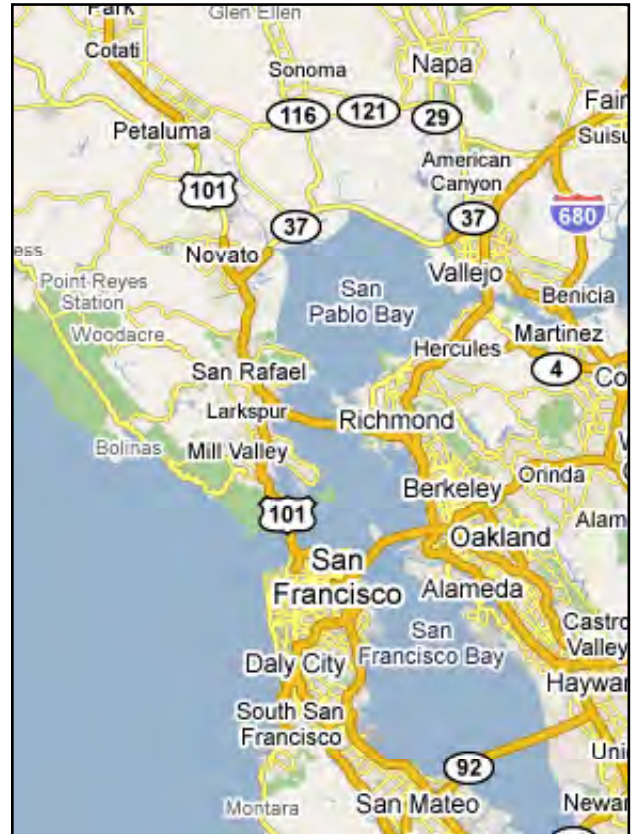
Since we were just travelling in England, I asked for walking directions from the Old Mill Hotel (built in about 1500, where we stayed for a night in Salisbury) to the Salisbury Cathedral. When we were there, Google Maps had outlined a 1.4 mile walk that seemed somewhat excessive, and indeed, the nice people at the hotel pointed us to the Town Path, a pleasant little walkway across the water meadows that connects to the rest of

the city. Alas, even Google's new walking directions knew nothing of the Town Path, and suggested a much longer route along city streets. Compare the red actual walking route to Google's suggested route in the screenshot.

<<http://www.tidbits.com/resources/2008-07/Google-Maps-walking-directions.png>>

Similarly, when I asked Google Maps for directions from the hotel we stayed at in Portsmouth to the Portsmouth Historic Dockyards where we saw HMS Victory, HMS Warrior, and the Mary Rose, Google stuck to roads, ignoring Portsmouth's Millennium Promenade, which provides a far more enjoyable stroll along the shore.

Google is aware that there are many pedestrian walkways that they don't know about, and they're working on ways of collecting new data about them and soliciting feedback from those with their feet on the ground about the best routes. Of course, I hope that Google acknowledges that the "best" route isn't always the most efficient; walking along the Millennium Promenade in Portsmouth very well may not have been the fastest way to our destination, but it was well worth an extra 5 or 10 minutes for the ocean views, and to avoid car fumes, intersections, and worrying about whether our 9-year-old was paying sufficient attention to which direction the



cars would be coming whenever we crossed a road.

<<http://google-latlong.blogspot.com/2008/07/pound-pavement.html>>



## MAC TIP OF THE WEEK

### #181

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Excerpted from iPhoto 08 for Mac OS X: Visual QuickStart Guide by Adam C. Engst

#### Finding Missing Photos in iPhoto

If other iApps can't see your photos, or if some iPhoto albums or photos are missing, quit all the iApps, drag the file "AlbumData.xml" from the iPhoto Library to the desktop, launch iPhoto, create a new album, quit iPhoto, and try the other programs again. Your missing items should reappear.

## MAC TIP OF THE WEEK

### #182

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Excerpted from Take Control of Upgrading to Leopard by Joe Kissell

#### Keep Your Mac Apps Up to Date

If you have lots of programs installed, especially ones without built-in update checks, try the free Dashboard widget App Update, which scans your hard disk for applications and then looks for updates at sites like VersionTracker and MacUpdate.

## APPLE CLAIMS MOBILEME MAIL FULLY RESTORED

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by Glenn Fleishman <[glenn@tidbits.com](mailto:glenn@tidbits.com)>

article link: <<http://db.tidbits.com/article/9715>>

Apple's mysterious David G., apparently a member of the MobileMe product team (and possibly a relative of saxophonist Kenny G), tells us in a post last week that the 1 percent of MobileMe users stranded without access to archived mail since 18-Jul-08 - but with the ability to send and receive new mail since 25-Jul-08 - should all be back in action.

<<http://www.apple.com/mobileme/status/>>

Mr. G. says that any remaining email problems should be unrelated to this issue. Apple established a chat line for remaining mail problems, but says it should only be used for these problems. Their regular chat line, which I used last week, has a 30-minute wait time.

<<http://www.apple.com/support/mobileme/mail-chat>>

I've critiqued Apple about the MobileMe launch fiasco a number of times in the last few weeks; how would I have handled it? I've been in situations with much smaller numbers of customers or clients where outages have occurred, and worked with firms that have gone through such outages (as a customer or client).

1. MobileMe's launch should have been delayed. Steve Jobs clearly told the team it needed to be ready for the 11-Jul-08 launch; it was not. They probably knew this. No one said, "We need to delay MobileMe."

2. MobileMe's launch should have been staged. First, iPhone 3G owners should have had access when signing up for new accounts. Then iPhone 3G and original iPhone owners with existing .Mac accounts or who wanted new accounts should have been given access. Then a slow transition for users who weren't interested in the sync changes could have happened over weeks.

3. When the outage affecting 1 percent of users was discovered, Apple should have realized that the problem was likely to take longer than a few hours to resolve, and acknowledged the critical nature of email to people's businesses and personal lives.

4. Apple should have immediately posted a page for affected users - and distributed information through Mac news sources - where users could enter a forwarding address to receive email during the outage.

They should also have offered to set up clean new accounts on either MobileMe or even a competing

service to handle email for the duration of the outage.

5. Once the outage was over, Apple could have worked with their customers to merge their two separate archives of email messages, let people import old mail archives, or what have you. It wouldn't have been pretty, but it would have been better than a week without access to new email or outgoing email.

Essentially, Apple waited a week to provide fresh, identically named accounts for those without email, restoring email from that missing week. Over the last week, they merged archived messages into those new accounts. They could have made that decision earlier and been seen as very responsive, saving thousands of people days of frustration.

By refusing to acknowledge the problems in public for as long as they did, Apple has instead annoyed numerous customers (to put it mildly) and come off as arrogant and incompetent.



## IPHOTO SLIDESHOW LIMITS

By Christopher Breen (mac911@macworld.com)

### Mac 911 Tip of the Week

Reader Barbara Mehlman is underwhelmed by iPhoto's slideshow capabilities. She writes:

“I have iPhoto '06 and find that I can create a marvelous slideshow, but I can't do anything with it -- cannot post to MobileMe, can't drag to my iDisk, can't drag to my Desktop. If I want to share it, it seems the only thing I can do is export my photos to iMovie and create a mini-movie with my still photos, and then save it and hope my PC friends can see it. I thought the problem was that I had iPhoto '06, but no. I went to an Apple store and took a free one-hour iPhoto '08 seminar and both the instructor and the Genius couldn't get the slideshow into a Public folder. I also called Apple Care and they said: 'Huh? We're not trained on MobileMe. Can't help. Sorry.' Any solutions?”

I think it will be helpful to review what iPhoto '08 (since it's the current version) can and can't do with slideshows.

As you suggest, you can't create a slideshow in iPhoto and simply drag the thing to the Desktop. Similarly, when you create a slideshow, the commands under iPhoto's Share menu do you little good. However, getting a slideshow onto MobileMe isn't difficult. You have a couple of options.

The first is to create your slideshow and then choose File -> Export. In the resulting Save As sheet you'll see you have three options for exporting your slideshow as a QuickTime movie--Large (640x480), Medium (320x240), and Small (240x180). The resulting movie will contain all the pictures in your slideshow as well as any music and Ken Burns effects you've added to it. Once you've turned the slideshow into a movie you can do pretty much anything you like with it -- and that includes posting it to MobileMe as an iWeb page.

If your main concern is getting your photos online in a way that they can be viewed as a slideshow, you needn't make the slideshow in iPhoto. Instead, create an album of the photos that you'd like to display, click the MobileMe button at the bottom of iPhoto (again, the latest version of iPhoto), and publish that album as a MobileMe Gallery. When people visit that gallery they'll have the option to view the images as a slideshow. No, that slideshow won't include music nor will it have the Ken Burns effect, but I've found losing both these options no great sacrifice.

## EIGHT WAYS THE IMAC CHANGED COMPUTING

by Benj Edwards, Macworld.com

The iMac made an instant impression when Apple first unveiled it in May 1998. But it didn't start to really shake things up until it began to ship—which happened 10 years ago on August 15, 1998. Arguably the most influential desktop computer of the last decade, the original iMac's specifications seem quaint by today's standards. For \$1,299, you came home with a 233MHz PowerPC G3 processor, 32MB of RAM, a 4GB hard drive, a 15-inch built-in monitor, and stereo speakers—all in an amazingly stylish case.

The Bondi blue wonder heralded the return of Steve Jobs as a visionary leader for Apple, and it halted Apple's mid-1990s financial freefall. Initially marketed as an easy-to-use gateway to the Internet, the iMac transcended that simple role and redefined the desktop PC market—not to mention consumer industrial design—forever.

But have you ever wondered how? Here are eight ways the original iMac shook the world.

### 1. It killed beige

Before the iMac, personal computer enclosures were stuck in a design rut. Most manufacturers produced beige or gray metal boxes, each designed as a merely functional piece of equipment instead of an aesthetically pleasing creative tool. The iMac's design shattered the status quo with its preference for gentle curves over harsh corners, and for vibrant color over dull neutrality. Apple even coined a new term, "Bondi blue"—a blue-green hue named after Australia's Bondi Beach shoreline—to describe the color of its new machine. Combined with an ice-white pinstripe pattern,



the color scheme create a stunning enclosure theretofore unseen in the PC world. It made quite an impact on the public, but that was only the beginning.

### 2. It hit us in the "i"

iThis, iThat — iPod, iPhone, iChat, iLife, iSight. Where did all those lowercase iPrefixes come from. You can thank the iMac for starting this ubiquitous Apple branding trend.

The "i" in "iMac" originally stood for "Internet" (or alternately: "individual, instruct, inform, or inspire," according to Steve Jobs' introductory 1998 iMac slide show). The "i" prefix even trickled out to non-Apple product names—mostly in the form of iPod accessories. After the Internet became ho-hum everyday news, Apple's iPrefix shifted meaning to serve puns like "iSight," or to ambiguously imply the empowering first-person pronoun "I," as in "iChat."

### 3. It launched on the Internet wave

Apple's first marketing angle with the iMac relied heavily on the expanding popularity of the Internet in the mid-1990s. With the "i" in "iMac" being short for "Internet," Apple billed the iMac as an easy way to get connected to the global network (in just two steps, according to one Apple advertisement). By focusing on the iMac's Internet aptitude, Apple chose a unique way to differentiate its product from other computers and to leapfrog to the top of the consumer PC heap. It worked.

### 4. It introduced USB to the masses

The iMac's sole reliance on the USB interface meant that Mac users had to throw out all their old mice,

keyboards, scanners, printers, and external drives. The computer's lack of SCSI ports particularly scared Mac pundits, who long relied on SCSI for external storage. But at the same time, the iMac provided the first kick start USB needed to really get off the ground. Thanks to the iMac, many peripheral manufacturers launched their first-ever round of USB computer accessories—it was no coincidence that most of them shipped in transparent blue-green housing.

### 5. It killed the floppy drive

Apple launched the Sony 3.5-inch disk drive with the Macintosh in 1984—and 14 years later, the company killed it with the iMac, which included no floppy drive whatsoever. The press greeted the decision to omit



removable storage with considerable skepticism. But the absence of a floppy drive was a bold statement—Apple was declaring, “From now on you will use the Internet and local networks to transfer your files.” And Apple was right, even if the company was slightly ahead of the curve: these days, most computers lack a floppy drive, and users barely miss it.

### 6. It set standards for industrial design

Imitation may be the sincerest form of flattery, but when George Foreman Grills are following your lead, it's time to change things up.

The next time you see a consumer thingamabob with a translucent plastic case—especially those available in



multiple candy colors—you can thank (or curse) iMac chief designer Jonathan Ive. After the release of iMac, multi-colored translucent plastic housing became such a common staple in the consumer products industry that the iMac's 1999-2000 Technicolor parade of models almost became a parody of itself. Apple had to move on, dropping the bright array of colors from the product line with the release of the flat-panel iMac in 2002. Even then, other companies came along for the ride: most consumer electronics devices now ship in brushed aluminum, frosty white, or glossy black—the colors of more recent iMac iterations.

### 7. It redeemed Steve Jobs

During a power struggle in 1985, Apple executives forced Steve Jobs to resign from the company he co-founded. After Apple purchased NeXT in 1997, Jobs returned to Apple and soon became “interim CEO.” The world looked to him to turn Apple around, and he delivered: after dumping unprofitable product lines and streamlining the business in general, Apple was back in the black. But no amount of fiddling with the budget could compare symbolically with the success of the iMac—clearly Jobs' baby—which served as a concrete reminder of his uncanny ability to inspire those under him to create incredible products. The iMac's success meant Jobs' success, and it inspired the Apple faithful to follow him once more.

### 8. It saved Apple, too

Why is this man smiling? Because the iMac helped revive his company.



In 1996-97, the media pronounced Apple all but dead. The company lost \$878 million in 1997, but under the renewed guidance of Steve Jobs, it earned

\$414 million in 1998—its first profit in three years. Those results stemmed from both reducing operating costs and from iMac sales. And yet the iMac meant more than just financial returns: the symbolic impact of Apple once again having an exciting, innovative product marked a victory in the hearts and the minds of the public, and it proved that Apple still had the chops to stay in business.

Thanks to continued innovation in the iMac line and beyond, Apple is now more profitable than ever, and will likely continue to be so. But even with the iPhones, iPods, and iTunes dominating today's news, we shouldn't forget that Apple's 21st century success can be traced directly back to iMac's launch a decade ago.

[Benj Edwards is a freelance writer and Editor-in-Chief of Vintage Computing and Gaming, a blog devoted to computer and video game history.]



## New Releases

### Design



#### [Adobe Acrobat 9 Classroom in a Book](#)

By Adobe Creative Team  
ISBN: 0321552970  
List Price: \$59.99



#### [Adobe Acrobat 9 for Windows and Macintosh: Visual QuickStart Guide](#)

By John Deubert  
ISBN: 0321552954  
List Price: \$29.99



#### [Adobe Acrobat 9 How-Tos: 125 Essential Techniques](#)

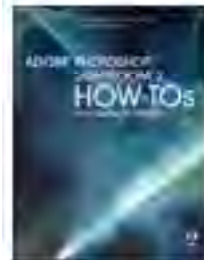
By Donna Baker  
ISBN: 0321552946  
List Price: \$29.99

### Digital Photography



#### [Adobe Photoshop Lightroom 2 Classroom in a Book](#)

By Adobe Creative Team  
ISBN: 0321555600  
List Price: \$54.99



#### [Adobe Photoshop Lightroom 2 How-Tos: 100 Essential Techniques](#)

By Chris Orwig  
ISBN: 0321526376  
List Price: \$24.99



#### [Lessons in DSLR Workflow with Lightroom and Photoshop](#)

By Jerry Courvoisier  
ISBN: 032155423X  
List Price: \$44.99



#### [The Adobe Photoshop Lightroom 2 Book: The Complete Guide for Photographers](#)

By Martin Evening  
ISBN: 0321555619  
List Price: \$49.99

### PDA's



#### [Now You Know Palm Centro](#)

By Patrick Ames  
ISBN: 032157902X  
List Price: \$19.99

To get your 35% discount, use the USER GROUP COUPON CODE. At checkout, right before entering your credit card information, enter the user group coupon code UE-23AA-PEUF (case-sensitive). This coupon code is an exclusive offer that may not be used in conjunction with any other coupon codes. Remember, this is one of your user group benefits. Support vendors who support user groups.

## BEST BUY TO SELL IPHONE IN UNITED STATES

by Mark H. Anbinder <mha@tidbits.com>  
article link: <<http://db.tidbits.com/article/9735>>



Multiple press reports reveal that retail chain Best Buy will begin selling Apple's popular iPhone for use with AT&T's wireless network on 07-Sep-08 at 970 full-size stores and 16 Best Buy Mobile stores in the United States. The Associated Press, Reuters, and other news outlets say Best Buy is adding the iPhone to its stores as part of their Best Buy Mobile division, a joint venture between Best Buy and the UK's Carphone Warehouse Group.

As with Apple and AT&T retail outlets, customers will have to activate the iPhone on the AT&T network, with a two-year commitment, before leaving the store. We wouldn't expect any of the other Apple or AT&T policies about iPhone purchases to be different for phones bought at Best Buy.

Best Buy has already been successful selling iPods, including the iPod touch, and has opened Apple-focused store-within-a-store "mini-shops" in 600 stores. In those locations, the iPhone will be available in the Apple mini-shop rather than at the cell phone counter.



## MORE PHOTO BACKUP OPTIONS WHILE TRAVELING

by Adam C. Engst <ace@tidbits.com>  
article link: <<http://db.tidbits.com/article/9732>>

You're planning a big trip, and you know you'll be taking lots of photos with your digital camera. What's the best way to protect those photos while you're away from home and your normal backup gear?

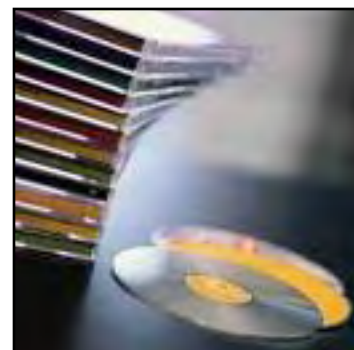
In "Backing up Photos While Traveling" (2008-08-11), I shared my thoughts about how to back up while traveling, including the following:

<<http://db.tidbits.com/article/9728>>

\* Internet Backup: If you can be certain of finding an Internet connection with high-speed upload capabilities on a regular basis, uploading photos to a photo sharing site like Flickr or to a server you control is a great way to ensure that disaster cannot claim your photos.

\* iPod Storage: Although it's slow and limited, Apple's \$29 iPod Camera Connector could be a good solution if you happen to have a supported iPod model.

\* Mac Storage: We settled on the blindingly obvious approach of copying photos from our cameras to my MacBook every night, leaving the photos on the 4 GB SD cards as well, so we had two copies in separate locations at all times. This worked well on this trip, but would have fallen down if we'd been gone much longer (since my MacBook didn't have much more free disk space) or if I hadn't wanted to take the MacBook at all.



Ever-alert TidBITS readers immediately sent me email with several other solutions that they've employed over the years. Depending on your situation, one of these might be just what you need on your next trip.

**\*\*Recordable Disc\*\*** -- David Malin suggests bringing a number of recordable CDs or DVDs along with self-addressed envelopes. Then, whenever you have enough photos to fill up a CD or DVD, you burn a disc, pop it in the envelope, add postage, and mail it home. This approach would require bringing a laptop, of course, but it eliminates the disk space concern. Eric Watson worked around the need for the laptop by finding a shop down the street that would burn his photos to DVD for a few bucks. I'd be leery of depending on there always being such a shop down the street, though it could work if you're mostly staying in one place. I'd also be concerned about the effort of figuring out the necessary postage and mailbox locations, but even having the photos on disc would meet my goal of two copies in separate locations.

**\*\*Hard Disk-Based Photo Wallet\*\*** -- Lynette Kent and Rick Redfern enthusiastically recommended the PhotoSafe II and Picture Porter Elite from Digital Foci, and Dale Gould pointed me to what look like similar devices: the NexTo eXtreme ND2700 Portable Storage Unit and the Versonic VP8860 Multimedia Viewer Recorder.



```
<http://www.digitalfoci.com/photo\_safe.html>  
<http://www.digitalfoci.com/picture\_porter\_elite.html>  
<http://www.mydigitaldiscount.com/CategoryProductList.jsp?cat=Browse+By+Brand%3ANextTo:NexTo+eXtreme+ND-2700>  
<http://www.mydigitaldiscount.com/CategoryProductList.jsp?cat=Browse+By+Brand%3AVosonic:Vosonic+VP8860+Multimedia+Viewer+Recorder>
```

The PhotoSafe II and the NexTo Extreme basically let you copy memory cards to the device's internal hard disk; they have only small text-based LCD screens that provide feedback. In comparison, the more-capable Picture Porter Elite and Versonic Multimedia Viewer Recorder provide color LCDs that are larger than those in cameras for viewing your photos; they can also play and record audio and video, play FM radio, and print directly to printers. All these devices have rechargeable lithium-ion batteries for use away from a computer. They can also connect to a Mac via USB 2.0, at which point they can act as memory card readers and as normal external hard drives. Prices depend on the size hard disk

you want, ranging from about \$130 to \$500.

I'd be hesitant to buy one of these devices for a single trip, but I like the fact that they can be used as battery-powered external hard drives as well, since that would make them more generally useful beyond travel. Lynette also said that the Picture Porter Elite can copy files back to memory cards, which would make it possible to create additional backups on inexpensive memory cards and mail those home for even more peace of mind.

## AUDIO CODECS DEMYSTIFIED

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by Matt, [matt@smalldog.com](mailto:matt@smalldog.com)

While the iTunes Music Store is the largest and most convenient place to legally get your music, many music lovers, myself included, still prefer to buy their music the good old fashioned way. Even though iTunes offers some lossless music, I still like to have the actual CDs, cases, and album art. This means that each time I go out and buy some CDs, they have to be imported into iTunes.

There are many options for getting your music into iTunes. The big choices are in how the music is converted from CD to a computer file that iTunes can play. In iTunes preferences, under Advanced, you can select from several codecs and settings. Codecs decode the information on CDs into usable files, and each has its merits and pitfalls.

MP3 is the totally decent standard choice, but not the best option. It is able to create music tracks that take up very little space on your hard drive and iPod, but sound quality leaves something to be desired. If you require MP3 for some reason, I'd advise that you select a high bitrate for better sound quality--256kbps is best. This turns down the compression a bit, and you'll notice less distortion and artifacts from your music.

AAC (Apple Audio Codec) is much like MP3, but some say the quality of AAC-encoded audio is better than MP3 files encoded at the same bitrate. You can select "Spoken Podcast" to encode at a lower rate if the audio is only spoken words without instrumentation. It'll be encoded at a lower bitrate, taking much less space on your computer or iPod. This is the type of encoding used on all "normal" tracks for sale on the iTunes store.

AIFF and WAV encoded files are true to the original track from the CD. Codecs like this are also known as “lossless,” because there is no degradation of sound quality from the CD to the digital file on your computer. These codecs produce monstrous files that make my 802.11n AirPort Express choke when streaming music to my stereo. No customization options are available for these codecs.

The last encoding option in iTunes is Apple Lossless. Like AIFF and WAV, this is a lossless codec, so what’s on the disk is turned into a music file on your computer with no degradation of sound quality. Unlike AIFF and WAV, though, the file sizes are more manageable and my AirPort express doesn’t hiccup even if I have a time machine backup going at the same time. This is my choice for importing the music on CDs into my library.

Another lossless format is called Free Lossless Audio Codec, or FLAC. Many live performances are archived and traded in this format. iTunes does not support this format well, but there is a utility called Fluke (<http://code.google.com/p/flukeformac/downloads/list>) that makes it easy to play these files in iTunes. Live performances are generally archived at the Internet Archive ([www.archive.org](http://www.archive.org)) as Shorten, or SHN files. This is another lossless format that doesn’t play natively in iTunes, but a program called xAct will convert these files into AIFF or WAV, which can then be converted in iTunes to the format of your choice.

From The Archives:

## BEST FORMAT / FILE SIZE FOR IMPORTING MUSIC INTO ITUNES?

by Ed, [ed@smalldog.com](mailto:ed@smalldog.com)

I have previously written about stripping DRM off of music purchased on the iTunes store. Many readers wrote in asking about the best file format and file size for importing music into iTunes. Some people were concerned about a loss of audio quality when a song purchased from iTunes is burned to CD, and reimported into iTunes as an MP3 or AAC file. Other people were curious about the sound quality of a song imported into iTunes from a CD, versus the sound quality of a song downloaded from iTunes.

I decided to do a test, by importing the same song into iTunes in several different audio formats. I purchased the song from the iTunes Store, burned it to CD, and re-

imported into my iTunes library as different bit-rate MP3s and AAC files. I also imported the song off a CD as different bit-rate MP3 and AAC files. I also experimented with Apple Lossless files. I listened to the AAC song with the same volume settings, though a pair of professional Sony MDR-7509HD Studio headphones.

According to Wikipedia, “Bitrate” represents the amount of information, or detail, that is stored per unit of time in a recording. In very general terms, the higher the bitrate of an audio recording, the better it sounds. Music on a CD isn’t usually referred to as having a bitrate, but I think the bitrate of a CD would work out to 1410 kbps. Compare this to a 128 kbps AAC file purchased from the iTunes Store. The reason a song purchased from iTunes sounds sounds great - very close to the quality of a track on CD - is because the AAC file is cleverly compressed.

The most common audio compression formats used on the Mac are AAC and MP3. As I wrote last week, I used to always import files as MP3 files. MP3 plays back on millions (maybe billions) of devices, and provides reasonable-to-excellent sounding audio tracks in fairly small files. AAC is a newer, much more sophisticated audio compression scheme. It does not play back on as many devices as MP3s, but this is quickly changing. Almost all new so-called MP3 players also play AAC files, for example. AAC is robust, and is used by Dolby and other audio companies for digital audio surround-sound.

MP3 and AAC use lossy compression - every time you convert an MP3 to an AAC, or AAC to a smaller AAC, etc, information will be lost. It’s like taking frozen, concentrated orange juice, reconstituting it with water, then concentrating and freezing it again. There is a loss of quality. When I wrote that I convert iTunes Store purchases to MP3, some readers were surprised - they figured I was further reducing the quality of my purchased music. However, I’ve not experienced that issue, even with careful listening. More on that below.

Apple also offers the Apple Lossless format. This format preserves CD quality, at half the size of a CD (about 350 MB.) It’s not practical to import all CDs as Apple Lossless files - they would take up too much hard drive space. I use this format selectively, depending on what I am importing.

Rather than make you read my original long winded article, I’ll simply share my results and ask for your feedback and your strategies for importing music into iTunes.

Also, I should note that because of this testing,

my strategies for importing music into iTunes have changed!

I purchase my absolutely favorite music on CD, and then import it into iTunes as Apple Lossless files. I rarely use the Apple Lossless format, though - this is only for those much-listened to ultimate CDs. Later, I can reimport the Lossless files as a smaller 256 kbps AAC file as needed.

99% of the music I purchase on CD will be imported as 256 kbps AAC files. To my ears, a 256 kbps AAC file is virtually indistinguishable from an Apple Lossless file - which is itself virtually indistinguishable from a CD track. Frankly, I doubt if I could tell them all apart in a blind test. For me, a 256 kbps AAC file is the best total balance between sound quality and file size. If you have extremely limited storage space, you can use the slightly smaller 192 kbps AAC file size, which also sounds great.

Songs purchased from iTunes are 128 kbps AAC files. As I wrote last week, I burn these songs to CD and reimport them to strip out the DRM. Now, I have always done this as high bit-rate MP3 files. However, in my testing, I consistently heard differences between the MP3 file and the AAC file. AAC was superior. From now on, I am going to import the music I buy from the iTunes Store as 192 MBPS AAC files. I won't actually get a better sounding file by re-importing the track at a higher bit-rate. My goal is to simply avoid compressing the audio file any more than it already has been.

About the iTunes Store tracks: I think they sound very good. They do not sound quite as good as music imported at a high bit-rate from a CD, and they don't sound as good as listening to the CD itself. In a tightly controlled environment, or with superior head phones, a subtle difference can be heard. The vast majority of the time, differences will never be noticed. I was very surprised how well the iTunes Store songs held up to comparison, actually.

In short, I am not going to use MP3s anymore. My computer is now fast enough that I can always quickly convert AAC to MP3 if I ever need to do that. Yes, it's a lossy conversion - but it should work great in a pinch.

So, here is where I mutter under my breath. For years I have imported music as MP3s, so I could play back the tunes almost anywhere. But AAC is absolutely superior to MP3. Some weekend I will be reimporting all my CDs as 256 kbps AAC files. I have a lot of old junk in my iTunes library, anyway...

## MAC TREAT #55: OPENING FILES IS SUCH A DRAG

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By Ed, ed@smalldog.com

Did you know you can open files by dragging them onto an application icon, including icons in your Mac's dock? For example, let's say you want to open a Word file in Text Edit. Simply drag the Word file onto Text Edit's icon, and blammo, it opens right up.

I use this to quickly open Photoshop files in Preview. That saves me from waiting for Photoshop to open.

You can modify this tip to force an application to open a file. Simply hold down the Option and Command keys while you drag the file onto the application icon. This is especially useful when the Finder doesn't recognize a "recommended application" to open a file you know the app can read.

## MAGSAFE POWER ADAPTER EXCHANGE PROGRAM

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By Ed, ed@smalldog.com

Some owners of MacBooks and MacBook Pros have had a problem with fraying insulation on the magnetic end of their MagSafe power adapters. Apple has announced a replacement program for eligible adapters. Adapters are considered ineligible for the program if they show obvious signs of abuse. Apple writes:

"You may notice a separation of the white insulation on the magnetic end of the MagSafe adapter. Under continued use, the cable may discolor and the rubber molding may become deformed

Affected Products: MacBook (13-inch Late 2006), MacBook (13-inch), MacBook Pro (15-inch Glossy), MacBook Pro (17-inch)

Resolution - Whether your product is in or out-of-warranty, you can take your adapter (you don't need to take the computer) to an Apple-Authorized Service Provider or Apple Retail Store for evaluation, and replacement if necessary. You may be

eligible for a replacement adapter free of charge provided there are no signs of abuse. Make a reservation at the Genius Bar before visiting your local Apple Retail Store. To make a reservation, go to <http://www.apple.com/retail/geniusbar>”

You can also bring in the MagSafe adapter to a Small Dog retail store, or any other authorized Apple-Authorized service provider, which you can find here:

<http://www.apple.com/buy/locator/service/>

FYI, any electrical device that plugs into the wall and has exposed wires is bad...

Read more here:

<http://support.apple.com/kb/TS1977>

## INSTALL INTERNET EXPLORER FOR WINDOWS ON A MAC (WITHOUT WINDOWS)

By Ed, [ed@smalldog.com](mailto:ed@smalldog.com)



It's hard to believe, but in late 2008 there are STILL websites that require Internet Explorer. Microsoft discontinued IE for Mac in 2005, which means that Mac and Linux users are sometimes blocked from those websites. IE for Mac was never a good browser. It's woefully outdated, and lacks many essential security features. However, if you insist on getting it, download it here:

[http://mac.oldapps.com/internet\\_explorer.php](http://mac.oldapps.com/internet_explorer.php)

However, most sites that require Internet Explorer actually need the Windows version. Fortunately, a project called `ies4osx` provides all the files required to run IE 6 and even IE 7 on Intel Macs, without installing Parallels, Crossover for Mac, Bootcamp, or any flavor of Windows. I've tried it on my Intel iMac running the latest version of Leopard, and it worked great (as great

as running Internet Explorer ever is).

There are a few details about installing `ies4osx`:

- Intel Macs only
- Tiger users need to install X11 from their original software desks
- You need to download and install Darwin before installing `ies4osx` (link is provided below; it's an easy installation)
- The browser(s) will be prepared right on your Desktop
- To delete, just drag the browsers to the trash
- There are a few known issues, detailed on the developers page. They include the caveat "Internet Explorer 7 might not work at all, it is really only for testing"
- This is free and awesome!

Again, I was able to successfully install IE 6 on my Intel iMac with no problems, in less than 5 minutes (including downloading the files).

Read more and download the software here:

<http://www.kronenberg.org/ies4osx/>

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## Mac Computer Expo MCE2 2008

See Pg. 31 for details!

Featured Speakers:

Bert Monroy  
Ronnie Roche  
Tom Negrino  
Dori Smith  
Lesa Snider King  
Shawn King  
Mary Nrobury Glaser  
Derrick Story

FREE ADMISSION

September 27, 2008 at Glaser Center, 547 Mendocino Ave., Santa Rosa, CA 10:00 a.m. - 4:00 p.m.

Win a 1 TB Time Capsule!!!



MCE – Macintosh Computer Expo – Saturday, September 27, 2008

MCE or **Macintosh Computer Expo** is NCMUG's 15th fund-raising event. Held this year at the Glaser Center in downtown Santa Rosa, thousands of Macintosh enthusiasts come from all over the North Bay to visit with Macintosh product vendors and attend informational workshops. Since 1991 the show has grown in attendance from around 300 to over 1,000 and is now the largest Expo of its type in the North Bay second only to Mac World in San Francisco.

Great line up of speakers this year headlined by Photoshop guru Bert Monroy, digital photo expert Derrick Story, graphics evangelist Lesa King and host of YourMacLife, Shawn King. With over two dozen vendors showing their products, and great raffle prizes, this year promises to be the place to be on a Saturday in September. <http://www.ncmug.org/mce.html#speakers>

Saturday, September 27th, 2008

10am - 4pm

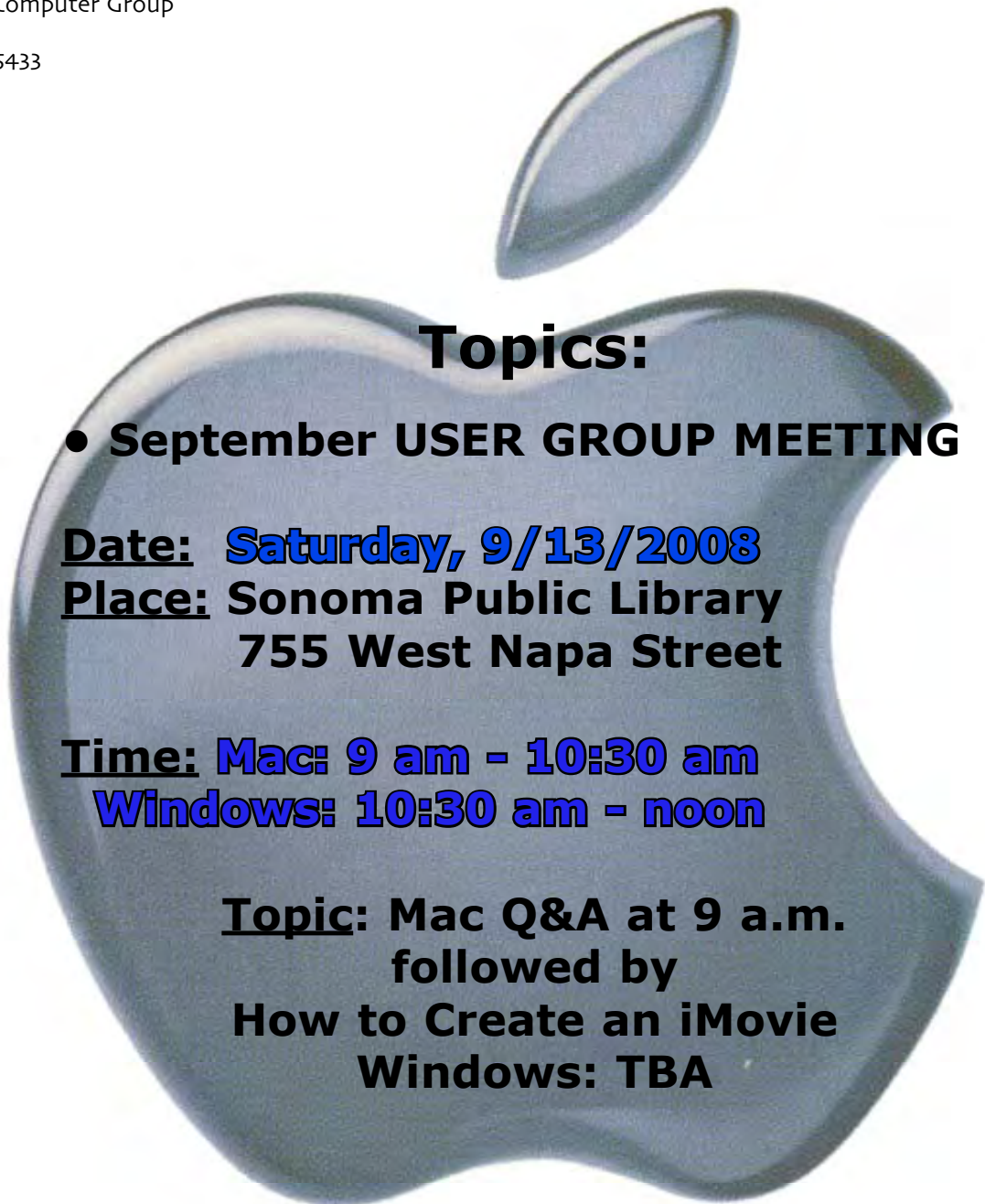
The Glaser Center

547 Mendocino Ave.

Santa Rosa, CA



Sonoma Valley Computer Group  
POB 649  
El Verano, CA 95433



## Topics:

- **September USER GROUP MEETING**

**Date: Saturday, 9/13/2008**

**Place: Sonoma Public Library  
755 West Napa Street**

**Time: Mac: 9 am - 10:30 am**

**Windows: 10:30 am - noon**

**Topic: Mac Q&A at 9 a.m.  
followed by  
How to Create an iMovie  
Windows: TBA**

# SONOMA VALLEY COMPUTER GROUP MAC USERS NEWSLETTER



Apple User Group

for Mac and Windows Users

